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                    SILICON TIMES REPORT
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                 INTERNATIONAL ONLINE MAGAZINE
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   June 23, 1995                                          No. 1125
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                        R.F. Mariano, Editor


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   > 06/23/95 STR 1125   "The Original * Independent * OnLine Magazine!"
      """"""""""""""""""
   - CPU INDUSTRY REPORT     - Adaptec PCI Bridge     - Panda Systems
   - NetScape 1.2b BETA      - IBM PPC Ships          - Lexmark Q & A
   - Personal Netscape       - PowerMac Debuts        - Parental S/W Locks?
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                       -* Gingrich; "Exon Bill Dead!" *-
                    -* Sierra Buys Impressions Software! *-


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                    STReport International OnLine Magazine
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> From the Editor's Desk   "Saying it like it is!"
   """"""""""""""""""""""

     One of the many fascinating areas of computing today is the World
Wide Web. It's a part of the Internet. Through the use of Hypertext
Markup Language (HTML), GIF Images and JPG Images, one can thoroughly
enjoy the dazzling eye candy the Web offers. While digesting the hordes
of highly informative articles to be found at the various Web sites, it
becomes extremely easy to see why the very existence of the Online
Services is demandingly at hand. The Online Services, while highly
organized and full of glitter, offer little if any competition to the
variety, spontaneity, timeliness and creativity levels the Internet and
all its facets triumphantly offer.

     Product support from most all the manufacturers is available via the
WEB and of course, email and FTP sites. This means the need to join an
online service to obtain tech support has been greatly diminished in the
last year. New sites are opening on a daily basis. One major drawing
card for the WEB is the ease with which one is able to set up a site and
almost immediately provide quality service to the users. With the online
services, its virtually a ritual that is complex and drawn out. It almost
resembles the complex phases one goes through when beginning to travel
extensively. This is a major stumbling block the online services must
overcome if they are to survive.

     Imagine this if you will, an online service offers 10,000 different
areas a paying subscriber may visit. Some of these areas have additional
fees that are charged when one visits ..others do not. Then, to top off
the drawbacks.. Some online services have rather stiff rules and
regulations about what may or may not be presented. Surprisingly, there
are those services who still clearly state they are "exempt" from the Bill
of Rights and in particular, Freedom of Speech. The Internet, on the

other hand, suffers none of these unusual and possibly illegal impediments. On the Internet it is expected that one obey the laws of the land nothing more and nothing less.

     The next year or so is going to hold the "tale of the tape" as far as the online services are concerned. Either the services instill a rather hefty dose of creative marketing along with a crafty infusion of entertaining things to do or, they'll all wind up being nothing more than elaborate gateways into the Internet. Their "wake-up call" is at hand. Do you think they'll hear it in time? Of course, all this is my opinion, I could be wrong, but then ..that's why it only an opinion.

                                        Ralph...

Let us know what you think about the way telecommunications is changing and which way you feel its headed. Let's hear from you.

Of Special Note:

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STReport is now ready to offer much more in the way of serving the Networks, Online Services and Internet's vast, fast growing site list and userbase.   We now have our very own WEB/NewsGroup/FTP Site and although its in its early stages of construction, do stop by and have a look see. Since We've received numerous requests to receive STReport from a wide variety of Internet addressees, we were compelled to put together an Internet distribution/mailing list for those who wished to receive STReport on a regular basis, the file is ZIPPED, then UUENCODED. Unfortunately, we've also received a number of opinions that the UUENCODING was   a real pain to deal with. So, as of May 12,1995, you'll be able to download STReport directly from our very own WEB Site. While there, be sure to join our STR list. In any case, our mailing list will continue to be used for at least the next eight weeks. At that time, however, it will be discontinued. Each of our readers will have by then, received   their   information packet about how they may upgrade their personal STR News Services.

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develop  the  high standards of straight forwardness our readers have come
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              Computer Products Update - CPU Report
              ------------------------  ----------
              Weekly Happenings in the Computer World

                            Issue #25

                  Compiled by: Lloyd E. Pulley, Sr.
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              ******* General Computer News *******

                  >> Panda Offers 'Flexible' Units <<

   New machines called the Archistrat System from Panda Project Inc.
promise an unusually high flexibility, able to be transformed into
different models or upgraded to more powerful technologies by snapping
in components.

   The Wall Street Journal writes, "The sleek-looking computers ... are
aimed at overcoming a big frustration of computer owners: their machines

become obsolete in less than two years because the technology advances so fast."

Panda, founded by ex-IBM employees, says the systems can be equipped with different microprocessor chips as well as different operating system software and, says the Journal, "That could be attractive to big companies that need to use different types of computers for different tasks."

For instance, "Instead of having to buy, say, a bunch of computers based on Intel Corp.'s chips as well as those that use the Alpha chip from Digital Equipment Corp., a company could buy the Panda machines and insert whichever chips it needs."

The paper says the Boca Raton, Florida, company has created a new type of packaging process for the chips that takes up much less space, so they can fit onto a smaller circuit card that the user can interchange by snapping it out.

The units cost about 20% more than traditional computers (starting at $10,490 for a base configuration of a "server" model powered by a 100MHz Pentium chip), but CEO Stanford Crane Jr. contends that price premium will be worth it to customers who worry about obsolescence. Panda also plans to make desktop models.

>> Sierra Buys Impressions Software <<

For undisclosed terms, Impressions Software Inc., a developer with about 40 workers and offices in Cambridge, Massachusetts, and the United Kingdom, has been purchased by multimedia game maker Sierra On-Line Inc.

The company is quoted as saying as saying it will immediately begin publishing new titles developed by Impressions, such as "Breach 3," a futuristic space combat simulation scheduled for release this summer. (Impressions already has published such titles as "Lords of the Realm," "Front Lines," "High Seas Trader" and "PowerHouse.")

Impressions President/founder David Lester, who will continue as general manager of the division, said, "We look forward to working together and delivering high quality titles under the Sierra brand name."

>> Color Printer Market to Soar <<

Market researcher Dataquest Inc. see a bright future for the U.S. color printer market.

Driven by lower-cost ink-jet printers, the U.S. color printer market will show a compound annual growth rate of more than 28% during the next five years.

Dataquest predicts that color and color-capable ink-jet printer shipments will reach 6.4 million units in 1995, up from 3.4 million units in 1994.

"Low-end color and color- capable ink-jet are now very affordable and offer novice users the opportunity to experiment with color," says Paula Bursley, a Dataquest analyst. "The tremendous growth in sales of these

low-cost color and color-capable printers has been fueled by the
exploding home market."

   Color has been slower to catch on in the business market, says
Dataquest. The market researcher says applications must make a
transition from full-color to integrated monochrome and color in order
for color printers to become more popular with businesses.

                    >> Canon Offers Workstation <<

   Canon Inc. has introduced a new line of PowerPC-based personal work-
stations that it says will enable users to run applications on the
Windows NT operating system in a client/server environment.

   Consisting of desktops for notebook computers, a uniprocessor desktop
and dual-processor desktop, the line is expected to be available in the
third quarter of 1995.

   The line also includes the first PowerPC dual-processor systems
running Windows NT for Fortune 1000 companies.

                   >> Gateway Ships 3 Millionth PC <<

   Direct-market PC specialist Gateway 2000 Inc. says it has shipped its
three millionth system.

   The P5-120 model will be delivered to Clint Cormier, a recent college
graduate in Bossier City, Louisiana.

   Gateway 2000 President and CEO Ted Waitt called Cormier to thank him
for his loyalty and to tell him that the system would be arriving at his
home at no cost.

   Since its founding in 1985, Gateway 2000 has grown from a two-person
operation with sales of $100,000 to a Fortune 500 company with more than
5,400 employees and revenues in excess of $2.7 billion a year.

                  >> IBM to Block Win95 on OS/2 Units <<

   IBM says it will not being providing a way for its OS/2 Warp
operating system to run programs designed for Microsoft Corp.'s new
Windows 95, due on the market in August.

   The Wall Street Journal this week termed this as IBM's "bold gamble
that puts pressure on OS/2 to stand on its own in the market."

   The decision "means IBM is betting that it can persuade more software
developers to create versions of their programs specifically for the IBM
operating system," the paper says.

   Of course, this is risky business because if it backfires, says WSJ,
"OS/2 could be reduced to an obscure niche product or ultimately fade
away."

   The paper notes IBM already appeared to be "hedging the bet," noting
that IBM could later decide to modify OS/2 to provide Windows 95
compatibility if customers show demand for it.

>> HP Offers 3 New Workstations <<

Three new workstations have been unveiled by Hewlett-Packard Co., going up against comparable offerings from Sun Microsystems and Silicon Graphics, but carrying lower prices.

Reports say the machines, aimed at technical markets for electronic and mechanical design automation and mechanical computer-aided design and engineering, are priced at $11,600, $15,000 and $21,000 and will go on sale during the third quarter.

The company says the new machines enable engineers and architects to speed up two-dimensional graphic design programs and are upgraded models of the HP 9000 Model 712 and 715.

HP adds the 712/100, priced at $15,000, runs 70% faster than Sun Microsystems' SparcStation 20 Model 51, priced at $16,000. The company said its 715/100 XC outperforms Sun's recently announced SparcStation 20 Model HS-21 and runs 41% faster than Silicon Graphics' SGI Indigo2R-4400.

>> Half of U.S. Teens Have Home PCs <<

Nearly half of Americans age 11 through 18 use a computer at home and more than one in five log onto an online service or computer bulletin board system through a home unit.

So says a new survey by Chilton Research Services, which also finds that for teens, playing video games is the main attraction of online services, more popular than "chatting" online.

The survey, which, sampled 752 teens nationwide between May 24 and June 1, also found teens generally much more savvy about high-tech products than the general population. For instance, 51% had used a CD-ROM player (often at school) and 6% have bought a CD ROM title in the past month.

However, TV is still the teens' primary activity for pure entertainment.

Says a statement from Chilton, "Twice as many of those teens who have used online services say watching TV is more fun than going online. For their TV fare, teens prefer sitcoms over other types of programs including music videos."

>> Micron Adds High-Performance PC <<

Micron Electronics Inc. has added the Micron P133 Millennia to its high-performance PC line.

Starting at $3,099, the Micron P133 Millennia includes an Intel 133MHz Pentium microprocessor, 256KB of cache memory, 8MB of RAM and a 540MB enhanced IDE hard drive. Also included are a four-speed CDROM drive, a SoundBlaster 16 sound card, speakers, a 64-bit PCI graphics accelerator and a 15-inch color monitor.

Micron has also incorporated the 133MHz Pentium microprocessor into its PowerStation and Home MPC product lines. Entry-level system configurations start at $2,799 and include a 256KB cache, 8MB of RAM, a 540MB enhanced IDE hard drive, a four-speed CD-ROM drive, a SoundBlaster 16 sound card, speakers and a 64-bit PCI graphics accelerator.

>> IBM's PowerPC Units Rolling Out <<

The new PowerSeries of PCs based on the PowerPC chip IBM designed with Apple Computer Inc. and Motorola Inc. will hit the market next month, though IBM doesn't expect to be selling the machines in substantive volume until next year.

IBM had planned to be selling PowerPC-based units a year ago and has sold advanced workstations that use the chip since late 1993. As noted, Apple last year switched its Macintosh line to the chip.

In addition, several other companies -- among them Canon, Austin Computer, Firepower Systems, IPC Technologies and Zenith Data Systems -- will demonstrate PowerPC-based computers at a convention in New York this week.

Most of them do not expect to begin selling machines until the fall and several will focus on versions that can only be used in a corporate computing center rather than an individual's office.

IBM is said to plan two desktop and two laptop models with prices starting at about $3,000. The first versions will perform at the level of Pentium-based PCs.

IBM hasn't commented about the PowerSeries, but its public relations representatives have said the first machines will use Microsoft Windows NT and IBM's AIX operating software (a program that is typically found on advanced workstations and minicomputers).

>> Most Government PCs are Zenith, IBM <<

Some 60% of the 490,000 desktop machines the federal government bought in the year ending Sept. 30, many of them under the Air Force's huge Desktop IV contract, came from Zenith Data Systems and from IBM.

That's the word from The Washington Post which notes Dell Computer Corp. was third top supplier to the government, according to research firm International Data Corp.

>> New Power Macintosh Makes Debut <<

Apple Computer Inc. has introduced a new Power Macintosh model it describes as its most powerful and expandable system to date.

The computer maker says the Power Macintosh 9500 combines a new Power Macintosh architecture with the next- generation PowerPC 604 micro-processor. The Power Mac 9500 provides users with up to two times the performance and over three times the memory expansion of Apple's previous top of the line model.

The Power Mac 9500's PowerPC 604 processor -- running at 120MHz or

132MHz -- is a second-generation RISC chip that performs up to 1.5 times faster than the PowerPC 601 at the same clock speed.

   Targeted at professional users in publishing, technical and media authoring markets, the Power Macintosh 9500 is the first personal computer from Apple to feature the industry- standard Peripheral Component Interconnect (PCI) bus. The move to a high-speed PCI bus provides Power Mac 9500 customers with significant performance gains and greater access to customized personal computing solutions via low cost PCI cards.

   Apple will ship two configurations of the Power Macintosh 9500. The Power Macintosh 9500/120 system is available with a 120MHz clock speed, 16MB of RAM, a 1GB hard disk, a quad-speed CD ROM drive and an ATI video card. The U.S price of the Power Macintosh 9500/120 is $4,999. The Power Macintosh 9500/132 is available with a 132MHz clock speed, 16MB of DRAM, a 2GB hard disk and a four-speed CD ROM drive. The Power Mac 9500/132 has a U.S. price of $5,799.

                    >> Verbatim Offers Peek at Win95 <<

   Verbatim Corp. says it will provide a preview of the forthcoming Windows 95 operating system on an interactive demo disk found in specially marked 11- and 24- packs of its floppy disks.

   The offer will also be available in specially marked packages of Verbatim data cartridges.

   "Windows 95 is the most talked about software product ever and it will not be on the shelves until August. But in July, Verbatim will be shipping an interactive demo inside specially marked products such as floppy disks and quarter- inch data cartridges. This demo shows many of the features of Windows 95, such as the start button, peripheral Plug and Play ability, Microsoft Exchange and The Microsoft Network," says Nicky Hartery, president of Charlotte, North Carolina-based Verbatim.

                       >> IBM Cuts ThinkPad Prices <<

   The price of IBM's ThinkPad 701 model has been lowered by $850 to start at $3,199. The company says it is passing on the savings from increased production capacity and part of its drive to build market share.

   This IBM 701's subnotebook dubbed the Butterfly, which has an expandable keyboard and weighs 4.5 pounds.

   The company says the increased availability of flat panel screens and aggressive manufacturing and distribution have eliminated the shortages in the ThinkPad product line.

                    >> Gingrich Says Net Smut Bill Is Dead <<

   A controversial amendment aimed at controlling smut on computer net-works may be dead, says House speaker Newt Gingrich, who adds he thinks the measure, backed by Sen. James Exon, D-Nebraska, violates the First Amendment of the Constitution.

The Exon amendment to the Senate's Telecommunications Competition and Deregulation Act of 1995, which passed the full Senate 81-18 last week, will "have no real meaning and have no real impact and, in fact, I don't think it will survive," Gingrich said.

Said Gingrich, "It is clearly a violation of free speech and it's a violation of the right of adults to communicate with each other. I don't agree with it and I don't think it is a serious way to discus a serious issue, which is, how do you maintain the right of free speech for adults while also protecting children in a medium which is available to both."

The Exon measure targets pornography on the Internet and online services, calling for fines of up to $100,000 and prison terms of up to two years for people who distribute sexually explicit material over networks.

                    >> New Means of Smut Control Seen <<

Two West Coast congressmen say government, instead of trying to regulate the flow of smut on computer networks, ought to give users the technological tools to prevent offending material from coming into their homes.

Reps. Christopher Cox, R-California, and Ron Wyden, D-Oregon, have said that one way to help people find technology solutions could be to have the government establish a toll-free 800 number people could call to find out the latest in commercially available software or hardware.

Another way, Wyden said, is for the government to set up a referral service that people could contact to get information on blocking technologies.

"The government would refer people to private sector services," Aversa writes. "Some software programs already exist that let people block certain computer communications."

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                SYSTEM & MOTHERBOARD PCI BRIDGE SUPPORT
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AHA-3940/AHA-3985

Vendor	System	Processor	AHA-3940W	AHA-3980
A-trend	ATC1563P Motherboard	P54C-100	Yes	
ACER	AA700 Series System		Yes	
ACER	AA7000 Series System		Yes	

ACER	AA800 Series System		Yes	
ACER	AA900 Series System		Yes	
ACER	AEB8000 Series System		Yes	
ACER	AP5C Motherboard	P54C-100	Yes	
ACER	AP5CS Motherboard	P54C-100	Yes	
ACER	DP5 Motherboard	DUAL P54C-100	Yes	
ACER	LP5 Motherboard	P54C-100	Yes	
ACER	M3 Motherboard	P5-66	Yes	
ACER	M5 Plus Motherboard	P5-66	Yes	
ACER	V12C Motherboard	P54C-100	Yes	
ACER	V12P Motherboard	P5-66	Yes	
ACER	V30 Motherboard	P54C-100	Yes	
AIR(UHC)	486PI Motherboard	486	Yes	Yes
AIR(UHC)	54CDP Motherboard	DUAL P54C-100	Yes	Yes
AIR(UHC)	54CMI v1.1 Motherboard	P54C-100	Yes	
AIR(UHC)	54CPI Motherboard	P54C-100	Yes	Yes
AIR(UHC)	54CSH v1.0 Motherboard	P54C-100	Yes	
AIR(UHC)	54IDP Motherboard	DUAL P54C-100	Yes	
ASI	4DUPC Motherboard	486-50	Yes	
ASI	4DUPM Motherboard	486-50	Yes	
ASUS	P/I-P55TP4XE Motherboard	P54C-75/100	Yes	Yes
ASUS	PCI-486AP4 Motherboard	486-33	Yes	
ASUS	PCI/E-P54NP4 Motherboard	DUAL P54C-75/100	Yes	Yes
ASUS	PCI/I-P54NP4D Motherboard	DUAL P54C-75/100	Yes	Yes
ASUS	PCI/I-486SP3G Motherboard	486-33	Yes	
ASUS	PCI/I-54TP4 Motherboard	P54C-100	Yes	Yes
ASUS	PCI/I-AP55T Motherboard	P54C-75/120	Yes	
ASUS	PCI/I-P54NP4 Motherboard	P54C-90	Yes	Yes
ASUS	PCI/I-P54SP5 Motherboard	P54C-100	Yes	
ASUS	PCI/I-P5SP4 Motherboard	P5-66	Yes	
Chaintech	486 SPM Motherboard	486DX2-33	Yes	
Chaintech	586IDM Motherboard	P54C-100	Yes	
Chaintech	586UBM Motherboard	P54C-100	Yes	
Compaq	PCI Deskpro System		Yes	Yes
Compaq	PCI Prolinea System		Yes	Yes
Compaq	Proliant 1500 System	P54C-100	Yes	Yes
Compaq	Prosignia 300 System	P54C-90	Yes	Yes
Compaq	Prosignia 500 System	P5-90	Yes	Yes
DEC	Prioris HX590 System	P54C-90	Yes	
DEC	Prioris HX590DP System	DUAL P54C-90	Yes	
Dell	Dimensions Power Edge 5100-2	P54C-100	Yes	Yes
Dell	Dimensions Power Edge 5120-2	P54C-120	Yes	Yes
Dell	Dimensions Power Edge 5133-2	P54C-133	Yes	Yes
Dell	Dimensions Power Edge 590-2	P54C-90	Yes	Yes
DFI	586VPM Motherboard	P54C-100	Yes	
ECS	SI54P-AIO Motherboard	P54C-120	Yes	
ECS	TS54P-AIO Motherboard	P54C-120	Yes	
ECS	TS54P-VIO Motherboard	P54C-120	Yes	
ECS	UM8810P-AIO Motherboard	486-33	Yes	
FIC	PA2000 Motherboard	P54C-100	Yes	
FIC	PIO2/486 Motherboard	486-33	Yes	
FIC	PN2000 Motherboard	P54C-100	Yes	
FIC	PN3000 Motherboard	P54C-90	Yes	Yes
FIC	PT2000 Motherboard	P54C-100	Yes	Yes
Gigabyte	GA-486AM Motherboard	486DX4-75/100	Yes	Yes
Gigabyte	GA-586AL Motherboard	P5-60/66	Yes	Yes
Gigabyte	GA-586AP Motherboard	P54C-100	Yes	Yes
Gigabyte	GA-586AS Motherboard	P54C-100	Yes	
Gigabyte	GA-586AT Motherboard	P54C-75/150	Yes	Yes
Intel	Advanced/AL-100 Motherboard	P54C-100	Yes	Yes

Intel	Advanced/AL-90 Motherboard	P54C-90	Yes	Yes
Intel	Advanced/MN-100 Motherboard	P54C-100	Yes	Yes
Intel	Advanced/MN-90 Motherboard	P54C-90	Yes	Yes
Intel	Advanced/ZP-75 Motherboard	P54C-75	Yes	Yes
Intel	Advanced/ZP-90 Motherboard	P54C-90	Yes	Yes
IWILL	486SP Motherboard	486DX-33	Yes	
IWILL	P54AS Motherboard	P54C-100	Yes	
IWILL	P54SP Motherboard	P54C-100	Yes	
IWILL	P54TS/TSW/TSW2 Motherboard	P54C-75/133	Yes	Yes
Micro-Star	MS-5117 Motherboard	P54C-75/133	Yes	Yes
Micro-Star	MS-5119 Motherboard	P54C-75/133	Yes	Yes
Micro-Star	MS-5120 Motherboard	P54C-75/133	Yes	Yes
Micronics	09-00208-03A4 Motherboard	P54C-100	Yes	
Micronics	M54Hi Motherboard	P54C-75/120	Yes	Yes
Micronics	M54Pe Motherboard	Dual P54C-90	Yes	Yes
MITAC	PB5400D Motherboard	P54C-100	Yes	
MITAC	PH4500A Motherboard	486-33	Yes	
MITAC	PL4600C Motherboard	486-33	Yes	
MITAC	PL5400D Motherboard	P54C-90	Yes	
Mitsuba	Mitsuba Pentium Base System	P54C-90	Yes	Yes
Muftek	Mecer B885 Motherboard	486	Yes	Yes
Muftek	Mecer B920 Motherboard	P5	Yes	Yes
Olivetti	SNX200 System	P54C-100	Yes	Yes
Olivetti	SNX400 System	P54C-100	Yes	Yes
Siemens	PCD-4H-PCI Motherboard	486DX2-66	Yes	
SOYO	37A2 Motherboard	486-33	Yes	
SOYO	5TA2 Motherboard	P54C-100	Yes	
SuperMicro	P55CM Motherboard	P54C-75/90/100/1	Yes	Yes
SuperMicro	P55CWA Motherboard	P54C-75/90/100/1	Yes	Yes
SuperMicro	P55CWS Motherboard	P54C-75/90/100/1	Yes	Yes
TAKEN	PCI580 Motherboard	DUAL P54C-100	Yes	
Tatung	TCS-9570 Motherboard	486-33	Yes	

If your system or motherboard is not on this list, IT MAY STILL WORK.

This list is the latest information available to us through first hand
testing.

If your motherboard or system is not listed, it is possible that it has
PCI Bridge support and will work. If not, the system supplier may have
a BIOS upgrade available which will add PCI Bridge support.

> STR InfoFile
  """""""""""""

                    COREL SIGNS BOOK PUBLISHING DEAL
                                 WITH
                         OSBORNE/MCGRAW-HILL

New York, New York--June 20, 1995--Corel Corporation has signed a book
publishing agreement with Osborne/McGraw-Hill to develop a new line of
books that focus on Corel's family of software products. Between five and
eight books are scheduled to be published by Osborne over the next year
and a half under the new CorelPRESS imprint. Future language versions are
also being considered.

"CorelPRESS will give us a commanding presence in the book market with an easily recognizable label and plenty of indepth and rich product information for our users," said Dr. Michael Cowpland, president and chief executive officer of Corel Corporation. "The publications will serve as a excellent reference point for users both old and new."

"We are proud and excited to join Corel as an authorized book publisher," said Lawrence Levitsky, publisher and general manager at Osborne. "With the state-of-the-art improvements to their best selling graphics and desktop publishing software products, Corel is poised to become the leading 'publishing solutions'software developer."

The first book to appear will be The Official Guide to CorelDRAW 6 under Windows '95. This publication will provide an indepth overview of Corel's first Windows '95 offering. It is scheduled for a September/October release and will be quickly followed by The Official Guide to Corel VENTURA 6, a detailed work on Corel's upcoming all-in-one SGML publishing suite.

Osborne/McGraw-Hill

Osborne/McGraw-Hill, headquartered in Berkeley, California, is a leading publisher computer books that include tutorials, references, and user guides for people at all levels of computer and software proficiency. Known for its best-selling Internet titles--The Internet Complete Reference and the Internet Yellow Pages--as well as its Made Easy and Complete Reference series, Osborne/McGraw-Hill also has established strategic publishing relationships with Corporate Software, Inc. (now known as Stream International), Oracle Corp., and several well-known McGraw-Hill magazines including LAN Times, and BYTE.

A division of McGraw-Hill's Professional Publishing Group, Osborne/McGraw-Hill is targeting consumer support, emerging technologies and innovative applications for developing future computer books

Headquartered in New York City, McGraw-Hill, Inc., is one of the world's leading publishing and information services companies, serving global markets in education, business, the professions, industry and government. Revenue for 1994 exceeded $2.7 billion US.

Corel Corporation

Incorporated in 1985, Corel Corporation is recognized internationally as an award-winning developer and marketer of PC graphics and SCSI software. CorelDRAW(, Corel's industry-leading graphics software, is available in over 17 languages and has won over 200 international awards from major trade publications. Corel ships its products through a network of more than 160 distributors in 60 countries worldwide. Corel is traded on the Toronto Stock Exchange (symbol: COS) and the NASDAQ--National Market System (symbol: COSFF).

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                    MUSIC INDUSTRY APPLAUDS MICROSOFT'S SUPPORT
                                    FOR
                        ENHANCED MUSIC CD FORMAT

   Microsoft Continues Leadership Role with Conferences, Tools, New
Facility; Microsoft Windows 95 Offers Best Support for Enhanced Music CD

   REDMOND, Wash., June 8 /PRNewswire/ -- Music industry artists and
executives today praised Microsoft Corp. (Nasdaq: MSFT) for its leadership
in facilitating rapid completion of the new enhanced music compact disc
format (also referred to as CD Plus) for music CDs, which now enables
customers to view music videos, photos, lyrics and liner notes when played
on PCs that are compatible with the Microsoft(R) Windows(R) 95 operating
system.

   Microsoft has worked closely with the specification's developers --
Philips Electronics Corp. and Sony Corp. -- for the past 12 months and is
continuing its strong support of the enhanced music CD format with new
conferences, tools and a new interactive music and multimedia facility
scheduled to open later this year. Microsoft's forthcoming Windows 95
will be the first operating system with full, integrated support for the
enhanced music CD format.

   "For more than a year, Microsoft has been working closely with Philips
and Sony to help ensure that these new initiatives could be exploited by
both the technological and creative communities," said Rick Segal, manager
of multimedia evangelism, strategic relations at Microsoft. "Microsoft is
pleased that its
tools and technologies are being well-received by the music industry."

   "Microsoft has helped us to develop the specification, to test it, and
to distribute it to the music industry," said Harry Lakerveld, director of
Philips Electronics. "We appreciate its leadership role in helping us to
bring together the music and computer industries to make the enhanced
music CD format a reality."

   "It's rare to finalize a specification of such breadth and significance
so quickly," said Katsuaki Tsurushima, director of Sony. "Microsoft's
support, in the form of software expertise and enthusiasm, has been a
clear contributor."

   Expanded Support Includes New Conference, Facility and Tools

   Microsoft's continuing support of the enhanced music CD format includes
an Interactive Media Conference that the company is hosting in Long Beach,
Calif., July 18-20. Participants will learn how to develop for the
enhanced music CD format and other new interactive technologies such as
The Microsoft Network. Microsoft's planned interactive music and
multimedia facility will assist recording companies that develop compact
discs based on the enhanced music CD format. The company also is
developing software tools for faster and more cost-effective development
of enhanced music CD discs.

   Microsoft has held continuing consultations with Philips and Sony,
promoted the enhanced music CD format to the music industry and solicited
its feedback, and conducted in-depth discussions of the enhanced music CD

format with CD-ROM vendors, OEMs and independent software developers. The company distributed enhanced music CD test discs to hardware manufacturers and provided testing support to help validate that enhanced music CD discs will work with computers and stereos already in the marketplace. Microsoft conducted the first music industry training session for the enhanced music CD format in November 1994.

  Features of Windows 95 Support Enhanced Music CD Format

  Microsoft contributed its Windows 95 CD AutoPlay feature to the enhanced music CD format, and the associated AutoRun file (.INF) will be included on every enhanced music CD disc. AutoPlay's AutoRun file contains the information an enhanced music CD disc needs to be played automatically when the user inserts it into a CD-ROM drive. Third-party operating system and application software companies that want to add extensions to the AutoRun file -- to support new platforms or new features -- can do so by registering those extensions with the Recording Industry Association of America (RIAA).

  The enhanced music CD format makes optimal use of a range of advances in Windows 95, including features providing unprecedented ease of use for customers. In addition to AutoPlay, the 32-bit multimedia subsystem and new CD file system in Windows 95 will enable smoother, faster playback of titles. Also, the Plug and Play support in Windows 95 will help make it simple for customers to install and use Plug and Play-compatible CD-ROM drives and related hardware. Windows 95 will also allow the link of enhanced music CD discs to The Microsoft Network to give users the best of both worlds (for example, the ability to get tour dates of the bands online from within the enhanced music CD title).

  Music Industry Praises Enhanced Music CD Format, Microsoft Role

  "The enhanced CDs we can create with the enhanced music CD format represent a major new opportunity for the music industry, one that's likely to be at least as significant as the introduction of audio CDs in the 1980s," said Nick Turner at Firstars, which manages Sting, Squeeze, Belinda Carlisle, Alannah Myles, Sky Cries Mary and others. "Microsoft has been incredibly effective in promoting
this new technology to the music industry."

  "The enhanced music CD format enables writers and performers to express themselves in the most comprehensive way imaginable," said Grammy award-winning recording artist Randy Newman. "I never would have imagined what this technology enables one to do. Microsoft has done a tremendous service for those of us who create."

  "Microsoft has worked with the music industry to surpass the technical hurdles of this new format in order to offer the best solution for music buyers," said Todd Fearn, CEO of REV Entertainment. "Microsoft's support and cooperation has made a big difference in enabling the music industry to adopt the enhanced music CD format so quickly and enthusiastically." REV Entertainment is developing enhanced music CD titles for Warner Music Group, which includes Warner Bros., Atlantic and Elektra.

  "The enhanced music CD format is a natural merging of two different technologies," said Lars Murray, manager of special projects at Rykodisc. "We are excited about the enhanced music CD format and view this as the next logical step to delivering music to a growing audience."

  The new enhanced music CD format is based on multisession technology,

which solves the "track one" problem that has prevented easy use of CD-ROMs in audio-CD players. Until now, CD-ROM titles have used the first track of a compact disc for data that produced static -- and potential speaker damage -- when played on audio-CD players.

   Founded in 1975, Microsoft is the worldwide leader in software for personal computers. The company offers a wide range of products and services for business and personal use, each designed with the mission of making it easier and more enjoyable for people to take advantage of the full power of personal computing every day.

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            A T T E N T I O N -- A T T E N T I O N -- A T T E N T I O N

            FARGO PRIMERA PRO COLOR PRINTERS - 600DPI

For a limited time only; If you wish to have a FREE sample printout sent
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600dpi 24 bit Photo Realistic Color Output, please send a Self Addressed
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Folks, the FARGO Primera Pro has GOT to be the best yet. Its far superior
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much. Its said that ONE Picture is worth a thousand words. Send for this
sample now. Guaranteed you will be amazed at the superb quality. (please,
allow at least a one week turn-around)

        A T T E N T I O N -- A T T E N T I O N -- A T T E N T I O N
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                    MAC/APPLE SECTION (II)
                    =====================
                    John Deegan, Editor (Temp)

> LEXMARK Questions & Answers STR FOCUS!
    """

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                    LEXMARK MOST ASKED QUESTIONS
                    ============================



                    Top 10 Questions - Laser DOS
                    ----------------------------
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Q: In WordPerfect, I cannot pull from the envelope feeder or second tray?

A: The printer sheet feeder is not set up properly. The sheet
feeder can be chosen by :

  1.Choose sheetfeeder   sh-F7 - Select Printer - Edit - Sheet Feeder

  2. Set up forms sh-F8 - Page - Paper Size - Edit formtype - Location

Q: In WordPerfect, I am not getting the correct fonts when I print.
I have already selected these fonts under sh-Ft - Select Printer -
Edit - Cartridge Fonts and they aren't working.

A: The fonts listed under this section, both under Cartridge and
Soft Fonts should only be chosen if you own the named font cartridge or
soft font package and have it installed on the printer or on your computer
to be downloaded. If the font is not available, the printer will
substitute another font or display a font error.

Q: After installing the Lotus driver from the printer toolkit, the printer
is still not listed as a choice in the Install program.

A: After the initial install is run and the driver files are copied into
the Lotus directory, the 4029LOAD.BAT or INSTDRV.BAT (depending on which
driver you're using) needs to be run from the Lotus directory to finish
the installation. This will add the printers as choices in the Lotus
install program.

Q: How can PPDS Migration Tool mode be enabled on an Optra printer ?

A: There are two ways to do this, depending on your printer code
level.

     1. Some versions of Optra code will allow you to enable PPDS
          mode from the printer panel by powering the printer on with
          the Third and Fourth unmarked buttons depressed.

     2. PPDS can also be enabled by using a PJL (Printer Job Language)
          command \027%-12345X@PJL DEFAULT LPPDS=ON\010 where the \027
          refers to the ESCape character (ascii 27) and the \010 refers to
          a line feed (ascii 10). The carriage return MUST follow the
          sequence.

Q: When printing, all I get is a bunch of hieroglyphics or words like STATUSDICT, ADOBE, etc.

A: This is a driver mismatch problem. Make sure the printer driver emulation corresponds to the printer emulation mode, ie using an HP Series II driver for PCL4 mode. Check your printer Quick Reference for checking the operating mode on the printer.

Q: When trying to use the printer toolkit, I get the message that SHARE is running and drivers cannot be updated.   How can I install drivers?

A1: The easiest way would be to rename SHARE.EXE. SHARE is going to be referenced in your CONFIG.SYS or AUTOEXEC.BAT file or it may be in your C:\ directory and is being run automatically. If this is the case, rename SHARE.EXE by the command REN SHARE.EXE SHARE.BAK reboot your computer and run the toolkit, then fix share by the commnad REN SHARE.BAK SHARE.EXE and reboot again .

A2: Another way is to install the needed drivers manually. The newer toolkits have a file called UNPCKDRV on the driver disks. Run the program to unpack the drivers. There will be a README.1ST file with installation information.

Older toolkits have a file called PKUNZJR on the driver disks. To use this you will need to make a temporary directory for each driver (ie MD C:\TMPDRV) and you will need to know the filename containing the driver from the driver disk (most are a little intuitive) and then run the program from the driver disk by "PKUNZJR filename C:\TMPDRV\" where filename is the desired driver file, and C:\TMPDRV\ should be replaced with the name of your temporary directory. The backslash " \ " after the filename is very important. When this is complete, there will be a file called README.1ST with installation information.

Q: What driver should I use for my WinWriter 400 or WinWriter 200 when I'm using non-Windows applications?

A: Use the HP Series II driver. Both WinWriters fall back to HP Series II compatibity mode when not in Windows.

              TOP TEN QUESTIONS FOR IMPACT PRINTERS
              =====================================

How do I set the Top Of Form on My Printer?

Top of Form with Continuous Paper (All Models)
1) Begin with no paper in the printer.

2) Place paper in the tractor feeds. Align the left margin with the "[A".

3) Press FormFeed to load the paper. The READY light will be blinking when paper is loaded.

4) Adjust the TOF using the MICRO UP/DN keys.

5) When the desired position is set, press the START/STOP key to save
this setting and bring the printer online. The READY light will come on
solid.

6) The paper will advance to Tearoff.

7) Adjust the Tearoff position using the MICRO UP/DN keys.

8) When the desired Tearoff position is set, press the START/STOP key
twice. The printer will beep twice, reset itself and be ready to print.

TOP OF FORM WITH CUT SHEETS (All Models)
----
1) Insert a piece of cut sheet paper into the manual feed door on the
front of the printer. The printer will grab the paper and pull it in.

2) At this point, one of two things will happen:

     A) READY LIGHT COMES ON SOLID: If this happens, use the MICRO UP/DN
      keys to move the paper to the desired TOF and press the ALT + SET
      TOF. The position is saved.

     B) READY LIGHT IS FLASHING: If this happens, use the MICRO UP/DN
      keys to move the paper to the desired TOF and press START/STOP. The
      position is saved.

TOP OF FORM USING MACROS (23XX-002 Plus Printers Only)

MACROS are turned ON in the Setup Menu by selecting Forms Macros

Options / Set Default Macro / then choose a Macro as your default

(See page 6-7 in the User's Manual).

Continuous Forms
----
1) Turn the printer ON. Paper should be placed into the push
tractor feed pins and the doors closed and the paper select lever on the
front right hand side of the printer should be in the down position.

2) If the READY light is solid, press the START/STOP key to turn it off.

3) Press the MACRO button until the light corresponding to the macro you
want to select is lit.

4) Press the START/STOP key. The paper will move back and forth and the
READY light will come on solid.

5) Turn the READY light back off by pressing START/STOP again.

6) Press the ALT + FORMFEED key. The paper should back out of
the printer and the PAPER OUT light should flash.

7) Follow steps 2-8 in "Top of Form with Continuous Paper" above.

8) If you need to set the top of form in any other macros, return to step 2 in this section.

Cut Sheet Forms
----
1) Turn the printer ON. The PAPER OUT light should be flashing.

2) Press the MACRO button until the macro you want to adjust top of form is lit.

3) Perform the "Top of Form With Cut Sheets" procedure on previous page.

4) If you need to set the TOF on another macro, follow the procedures again.

2:

Presale Information. What are the "speeds and feeds" of the printers?

        238X-002   239X-002

Speed

        320 cps in FastDraft   233 cps in Fast Draft

        270 cps in Draft   210 cps in Draft

        67 cps in Near Letter Quality   70 cps in Near Letter
Quality

Memory

        11 KB standard memory   32 KB Standard

Print Quality

        240 x 144 dpi graphics   360 x 360 dpi graphics

Font Selection

        4 resident fonts   8 resident fonts

        7 resident bar codes   7 resident bar codes

Maximum Print Line

            For the 23X0-002 Printers: 8 inches

            For the 23X1-002 Printers: 13.6 inches

Paper Handling

Virtually straight paper path; friction feed; movable
push/pull tractors; four bottom/front paper feeds;
auto-load assist

Warranty

Two-year Express or Carry-in warranty. Extended warranty
options available.

3:

My PPSII Printer's platen knob is broken. How do I get another one?

We can mail out a new improved platen knob and instruct them not to use
the platen knob when the printer is turned on. We also instruct them on
how to set the Top Of Form and Tearoff Positions with the instructions in
Question 1.

NOTE: The 23XX-002 (or Plus) Printers do not have a knob on
the printer. This is due to the printer not needing the knob.

The main reason for using the knob on the PPSII Printers is
for clearing paper jams, with the printer turned OFF.

4:

How do I set the page length on my printer?

23XX-001

The page length can be set up through the Printer Setup Menu
for selections of 11 and 12 inches. Other than these two
settings, the page length must be set through the application
being used. The escape sequence used for setting the page
length is: ESC C or ESC C 0. The details for this escape
sequence can be found in the User's Reference in the Escape
Sequence section under Page Settings. There is also available
for these printers, a Variable Forms Length EPROM, which does
allow the page length settings to be set from 1 line to 22
inches. The part numbers are as follows: For the 238X-001
Printers: 1180995 For the 239X-001 Printers: 1180997. These
can be ordered through the Lexmark Parts Center at
800-553-9727.

23XX-002

The page length can be set up through the Printer Setup Menu
for selections of 1 line to 22 inches. The ESC C or ESC C 0
commands can work also from the software, but these printers
come standard with this option.

5:

When using a multipart form the printer is light on the latter copies ?

Check the position of the Forms Thickness Lever. It should be adjusted
appropriately for the thickness of the form. Try using an NLQ font instead

of a Draft font. Set the printer up for emphasized printing. The printer
may need an internal adjustment to allow the Forms Thickness Lever to be
adjusted properly. This is called the Printhead Gap Adjustment and will
need to be performed by and authorized serviceperson. Some mulitpart
forms do not transfer an images easily.

6:

Where do you get a ribbon from ?

The part number for the ribbon is 1040930. It can be ordered from Lexmark
Supplies at 1-800-438-2468.

7:

How do I attach my printer serially?

The 23XX-00X Printers all use the Same Serial Interface Adapter. The part
number is 1368162 and can be ordered from Lexmark Supplies at
1-800-438-2468. The serial interface cable recommended to use with this
interface adapter can be ordered through Lexmark Supplies with the
following part number: 1180786.

8:

My printer is printing light. I just installed a new ribbon. What can I
do to fix this?

On the ribbon, there is a dial with either 2 or 3 positions. The latter,
with 3 positions is an older ribbon with a position for 0, 1, and 2. When
the ribbon is installed, the ribbon dial should be set to the 1 position.
If the ribbon has 2 positions, the ribbon should be left on the 1
position. In both cases, printing a few pages should let the ribbon cycle
through it's reinking process and get a good print. After printing for a
period of time, the print may start getting light. Turn the dial to the
position 2. Doing this prematurely may cause an over inking of the ribbon
and cause smearing.

9:

What printer do I select in my application?

We have drivers available to send out freely to customers for certain
applications. Some drivers that we do have are for the following
applications: Windows, WordPerfect, Lotus, Works for DOS, Word for DOS,
and more. If there is no driver for this specific printer in the
application, the next best driver can be chosen. For the 238X-00X
Printers, they want to select a printer in the following order. First,
try selecting the top choice and then go down the list.

        238X-00X   239X-00X

        Proprinter III/IIIXL   Proprinter X24E/XL24E

        Proprinter II/IIXL   Proprinter X24/XL24

        Proprinter I/XL   Proprinter I/XL

```
        Epson FX 850/1050*        Epson LQ 850/1050*



        *When using the Epson selection, set the printer up in Epson
emulation through the Setup Menu.

10:

What kind of warranty does my printer have?

The PPSII and Plus printers all have a 2 year carry-in or LexExpress
warranty.  There are both LexExpress and LexOnSite extended warranties
available for purchase, while the printer is under warranty.



                 TOP TEN QUESTIONS FROM WINDOWS USERS
                 ====================================


1.  Why do I get an error code 4 displayed in the status window on my IBM
4019 Laserprinter when printing from Windows applications?

Version 3.08 of the PPDS driver has a problem with downloading TrueType
fonts (this is the version that is contained on the Windows 3.1 and
Windows 3.11 install diskettes).  To check the version of the driver, open
the MAIN group, CONTROL PANEL, PRINTERS, then click on Setup of the IBM
Laserprinter driver.  On the Title Bar you will see the title IBM
Laserprinter on LPTX, after the title you will see a "v".  Following the
"v" you will see the version of the PPDS driver.  If the version is
3.08, you need to update the driver. The most recent version as of 1/11/95
is 4.41.  You can however, turn on TRUE TYPE FONTS AS GRAPHICS in the
driver setup, to allow the use of the 3.08 driver until you can update.
Another cause of the problem could be that you are selecting optional
cartridges or fonts as being installed when they are really not available.

To check this scroll up and down the "Optional Cartridges or Fonts" list
in the 4019 driver setup window.  If you have any selection in that list
highlighted and you do not have the card installed at the printer, remove
the selection of that card from the list by clicking on that entry once.
After you have removed all selections from that list Click on "OK", if you
click on Cancel your changes will be lost.  You may then Close the
PRINTERS window, it may be necessary to exit windows and restart for your
changes to take effect.

2.  Everytime I print from WordPerfect for Windows to my
WinWriter 400/600 it prompts for manual feed, and I have to
Click on the Resume Button in the Print Status Window or on the
printer operator panel, why?

The selected paper definition in WordPerfect may default to
manual feed.  To change this, click on LAYOUT from the
WordPerfect Menu Bar, then select "Page", "Papersize", then
highlight the "standard" or "letter" paper definition.  Click on
"Edit" and select the Paper Location as "Upper Tray" or "Tray
1", then click on "OK", then "Select".  The above setup is for
letter size paper from Tray 1.

3.  I can't print white text on black background from Windows
```

applications when printing to my 4019/4029/4037 printer, why?
It displays correctly on my screen, but will only print black on
white.

To make this work with IBM PPDS drivers in Windows you must
select True Type fonts as the text, and you must turn on "True
Type fonts as graphics" in the printer driver setup. For the
4037 you also need to make the following changes in the 4037
Driver Setup window:

                    Use Printer Patterns = off
                    Optimize for Performance = off
                    Disable Device fonts = on

To get to the printer driver setup open the MAIN group under
PROGRAM MANAGER, then open CONTROL PANEL, PRINTERS. Then
highlight your 4019/4029/4037 driver, then click on SETUP.

4. When I try to print an envelope, from WORD for Windows from
my 4019/4029/4039/Optra's envelope feeder, the printer prompts
me for a manual envelope, why?

You must tell Word that the printer's envelope feeder is
installed.

Instruction for Word 2.x:

From Word's Menu Bar select Tools, Options... Then under
category select PRINT.   Then place a "X" in the box next to
"Printer's envelope feeder installed", click on "OK"

Instructions for Word 6.0:

From Word's Menu Bar select Tools, Envelopes & Labels... Then
click on the Envelopes tab. Click on the Envelope Options, then
Click on Printing Options. Now you must select the Paper feed
Location as Envelope instead of Manual.

5. When I print from WordPerfect for Windows (5.1, 5.2, 6.0,
6.0a) to my 4029 the text comes out too large and formatted
incorrectly on the page, why?

 This may be a common problem that can be corrected by changing
your software setup. If you are using the Windows PPDS driver
version 4.2 or higher the problem may be that you are selecting
a print resolution that your printer model doesn't support. (If
you have a 4029-5E you can't print 600 DPI) On the printer
operator panel press the "MAIN MENU" button until "Menu
Settings" is displayed, then press "LIST +", then press "SELECT"
to print menu settings page. After the test has printed,
inspect the upper right hand corner of the page. It will read
"P/N XXXXXX - XXX", t

ndicate what firmware code level you have on the printer. If
the number is less than 60D the highest print resolution
supported in the PPDS mode is 300 DPI.   If your printer doesn't
support 600 DPI printing in PPDS make sure that you set the
default resolution in the Windows driver setup to 300 x 300.
And from within WordPerfect set the PRINT QUALITY or GRAPHICS
QUALITY to Medium. To set the default graphics quality

setting, goto FILE, PREFERENCES, PRINT, GRAPHICS/PRINT
QUALITY=MEDIUM. Also, ensure that before you print, the PRINT
QUALITY setting under FILE, PRINT is also set to MEDIUM.

6. When printing to my Optra from WordPerfect for Windows using
the PCL driver some of my TrueType fonts (ex. Arial and Times
New Roman) do not space out correctly on the screen and the
print may run off of the page, why?

There seems to be a conflict with WordPerfect for Windows and
the PCL driver version 94.10.20. To work around goto the MAIN
group, CONTROL PANEL, PRINTERS, highlight the Optra R/Rx/L/Lx
and then click on Setup. Next click on OPTIONS, ADVANCED, take
the "X" out of the box next to "SCREEN FONT SUBSTITUTION". An
updated version of the driver should be available soon.

7. When I print to my printer from any Windows application, my
printer will go BUSY then WAITING, then back to BUSY. And a lot
of times it will print out garbage, why?

This is a very general question, but what might be the cause of
this is the setting for "Fast printing direct to port" under the
"CONNECT" window under "PRINTERS". This setting can cause
problems on some computers. It may also be necessary to turn
this setting off under the Lexmark/IBM printer driver "SETUP"
window. The above suggestions assume that you are using the
correct printer driver, and that you have a good local (not
network) connection to your printer.

8. After installing my Optra or 4039 Plus machine, Windows trys
to start but will lock up, why?

This may be a IRQ conflict, it is best to have IRQ 7 servicing
LPT1. If you have a Sound Card it may be assigned to IRQ 7, try
a differenct IRQ for the sound card (ex. IRQ5 or IRQ10). You
may also adjust your DMA settings for your sound card to see if
this helps.

9. The 4019/4029/4037 Windows drivers have been updated to
version 4.41,4.41, and 1.41 respectively. Following is a
list of known problems that they fix:

    a) Eliminates the "Invalid TrueType Font" error when first starting
WordPerfect 6.0 or 6.0a.

    b) CorelDraw 5.0 will now maintain the print resolution setting when
it is changed in Corel.

    c) Random incorrectly spaced characters when printed from Microsoft
Word for Windows 6.0.

10. The WinWriter 600 has a bug in the machine code in certain conditions
when printing envelopes.

If a customer is using one of the word processors such as Word or
Wordperfect, they may choose to print an envelope and a letter in the same
print job. (this also may be done when printing mail merge jobs). When
envelopes and letters are selected to print together, the envelope will

come out either upside down or blank.

There is a code release in the works to fix this, but it will not be completed until February. The current work around is to print the envelope and letter separately. This problem does not occur with the WinWriter 100, 200, or 400.

                    Top Questions on the Macintosh
                    ==============================

1. Question: How do I connect my Lexmark Laserprinter to my Powermac?

Answer: The 4019 and 4029 printers require a third party connecting device. (Contact Lexmark Technical Support at 606-232-3000 for a list of companies.)   To connect the 4039 or Optra printers, an Internal Network Adapter (INA) must be installed in the printer. The INA can either be LocalTalk, EtherTalk, or TokenTalk, depending on the type of network connection needed. These INA cards can be purchased through Lexmark Supplies (800-438-2468). The Laserwriter 8 driver along with the appropriate PPDs are shipped with the INA card. You must use this Laserwriter 8 driver when using a powermac.

2. Question: Can I connect the Lexmark Execjet IIC to my mac?

Answer: We do not provide a direct connection to the mac for this printer. To connect this printer to the mac, you must go through a third party company.   Contact Lexmark Technical Support at 606-232-3000 for a list of companies.

3. Question: How do I install the Laserwriter 8 driver?

Answer: The driver that is sent out basically installs itself. Prior to installing the driver, it is best to start your mac with the inits off. To do this, hold in the shift key while starting up your computer. Once you have done this, you can double click on the US Installer and it will ask you to if you want to full install or just the PPDs. If you have Laserwriter 8 installed already, click on "Just the PPDs". Otherwise, do a full install. The driver will install itself into the extensions folder within the system folder. Once it has installed, you can select this driver through the Chooser. After going into the Chooser and selecting Laserwriter 8, you should see your printer appear on the right hand side. Click on your printer and go into "Setup". From here you can either do an "Auto Setup" or you can set this up manually. If you decide to manually set this up, you first need to go into Select PPD. You should see the name of your printer here. Click Select after highlighting the PPD. Then go into "Configure" (you also need to do this even if you choose "Auto Setup"). Here you can tell the mac the options you have on your printer, such as memory or optional paper trays. After setting this up, you need to go into "Printer Info" and update the information. This will bring you back information about your printer, such as memory installed, printer resolution and the correct PPD that should be used. After doing this, you need to get out of the setup and be back at the Chooser. You also need to turn off Background Printing because the print monitor can cause problems such as running out of memory or losing data.

4. Question: Why is it that when I try to choose the second drawer or feeder it is grayed out?

Answer: This is because the printer in the Chooser was not configured

properly. When using Laserwriter 8, you need to select the printer and go
into "Setup". Once you enter this, you will either see the option for
More Choices or Select PPD. The first thing you need to do is select the
correct PPD. Once you have done this, you need to go into configure and
tell the mac what options are installed in the printer. This is where
you can tell the mac that you have a second drawer, feeder, or any extra
memory that may be installed. After doing this, you should go into
Printer Info and update the information about the printer. After exiting
Setup, you should also turn off Background Printing. After doing this,
you will have the driver setup correctly in the Chooser.

5. Question: What is Markvision for the Mac and what can I do with it?

Answer: Markvision is a utility that will allow you to view and monitor
the status of printers. It has tools that will allow you to change the
name of the printer, display and print fonts, download fonts and
Postscript files, get the page count, set configurations, and use a remote
op-panel. The remote op-panel will actually let you control the op-panel
on the printer from the mac. You can then check or change the settings of
the printer without ever having to move from your mac. If your printer
supports the Network Printing Alliance Protocol (NPAP), two-way
communication between a printer and a computer is available. You can
access a dialog box that will allow you too see a picture of the printer,
the options installed, the remote op-panel, panel configuration, and any
printer information. The printer pictures allow you to tell at a glance"
if your printer needs to be checked, such as when the cover is open.   If
your printer does not support NPAP, you will not be able to use the remote
op-panel and set configuration tools. Also, if you are running LocalTalk
you will not be able to use these functions since LocalTalk does not
support NPAP. Markvision for the Mac comes with the INA cards or you can
contact the Lexmark Technical Support.

6. Question: Where can I get the latest printer driver, ppd, Quark pdf,
or System 7.5 GX driver for the mac?

Answer: You can download these files from the Lexmark Bulletin Board
System at 606-232-5238. You can also get these files through the Lexmark
Forum on Compuserve. If you have problems, you can contact the Lexmark
Technical Support Center at 606-232-3000.

7. Question: I think I have the latest driver and ppd for the Optra, but
I still cannot choose 1200 dpi from Freehand?

Answer: When the first ppd for the Optra was released, it did not have
the correct information to achieve 1200 dpi. Freehand looks at a specific
section of the ppd for this feature. The ppd has been edited and we
currently have the correct settings to achieve this. The INA's that are
being sent out now are shipped with the latest ppd. Any INA's that could
have been in stock before the release of this revision may still have this
problem. You can get the latest ppd from Lexmark BBS, Compuserve or you
can contact Lexmark Technical Support at 606-232-3000.

8. Question: What is the lpi setting or screen frequency for 1200 dpi
and the corresponding level of gray for the Optra?

Answer: The screen frequency for 1200 dpi is set at 106 lpi. This will

give you 129 levels of grays. You can also achieve 129 levels of gray
through 600 dpi. This is done by turning on Picturegrade through the
printer control panel. This will give the appearance of 106 lpi screen
frequency. If you are having trouble changing the screen frequency in 600
dpi, you need to check and see if picturegrade is turned on. When it is
turned on, it "locks" the printer to the setting of 106 lpi.

9. Question: When printing from Illustrator on the IBM Color Jetprinter
PS4079, I am getting poor print quality when doing gradients?

Answer: You need to be using Laserwriter 8 with the 4079 PPD. If you do
not have this, you can get this through Lexmark BBS, Compuserve, or
Lexmark Technical Support. If you are using Illustrator 5.0, make sure
under Document Setup that the "Output Resolution" is set to 360 dpi and
that the "Use printer's default screen" box is checked. This is required
in order to utilize the 4079's enhanced screening. Illustrator is
optimized for printing to Postscript level 2 printers, which can cause
some problems when printing to the 4079 (this is a Postscript level 1
device). If you are still having problems printing gradient fills, then
you need to upgrade your application to Illustrator 5.5. In Illustrator
5.5, there is an option under File/ Document Setup menu to check the
"Compatible gradient printing" box. If the file still fails to print,
check the "Split long paths" box. These two options simplify the
Postscript code being sent to the printer, ensuring that all your jobs
will print. However, they will increase the print time, so only turn them
on when necessary. (The Lexmark Technical Support Center has more
information on getting the best quality from the IBM Color Jetprinter
PS4079. Contact Lexmark at 606-232-3000 for further information.)

10. Question: I am printing okay, but my fonts are printing with jagged
edges.

Answer: Print the fonts directory of the printer to see if the font is
installed on the printer, then check to make sure that the needed fonts
are installed correctly on the Mac.   The fonts must be installed and
placed correctly to be downloaded to the printer. For System 6, the fonts
should be located in the System resources in the System folder. For
System 7.0 or 7.01, the fonts are located in the System Suitcase in the
System Folder. The fonts are found in the Fonts folder in the System
Folder for System 7.1. It is also possible that the selected download font
is corrupt. This problem applies to all printers. If the font is a
screen font, it will print with jagged edges. If the font is a TrueType
or ATM Type 1, the font file itself may be damaged. Try removing it from
the System Folder (this is important, as the Mac may not overwrite system
files) and then reinstalling the font file with an original font file. If
the font is an ATM Type 1, check the ATM version that is currently being
used. This can be found under the Control Panel. Click on ATM and then
File, Get Info. ATM Version 3.5 or above is required to download fonts
with System 7.1.

11. Question: I have my printer connected to the LocalTalk network, but
it is not showing up in the Chooser. Why not?

Answer: There are several primary causes:

1) The wrong Network is selected under the Control Panels. For example,
if the printer is connected to the LocalTalk network and the Mac is set
for TokenTalk under Network, then the printer will not show up until the
computer is set for LocalTalk.

2) For LocalTalk, verify that the printer cable is connected to the
correct port. The Modem port is a serial 8 pin that is physically
identical to the printer port. The printer port has a printer icon above
it and the modem port has a phone icon above the connector.

3) The printer is turned off. LocalTalk devices won't show up in the
Chooser unless they are turned on.

4) Farallon PhoneNet (LocalTalk) cables are being used, some of which are
not properly terminated. PhoneNet products require that the end of the
cable run be terminated with a resistor. If they are not terminated
properly, LaserWriter devices may not be able to broadcast a signal strong
enough to be transmitted to the Mac (i.e. they won't show up in the
Chooser).

Other possibilities include downlevel printer microcode, faulty printer or
computer printing ports, or shorted/open network cables. The 4079 Color
Jetprinter, microcode version 250.00, won't allow the printer to show up
when going across a router. These early-release 4079s were also released
with controller boards (system boards) that did not broadcast a signal
strong enough to show up in the Chooser over Farallon PhoneNet.

To determine the microcode level, press Main Menu twice, List + twice,
then Select twice to print the test page. "Software Version" gives the
code level. Lastly, the Apple system peripheral-8 cable will not work
reliably with LocalTalk devices; this is an 8-pin to 8-pin straight cable.
It is actually made for the StyleWriter printer, not a LocalTalk device.
Also make sure that AppleTalk is active under the Chooser; this is how the
Macintosh queries the printer.

12. Question: I was trying to print a document on the 4079 and the output
looked okay but lines (or dots) were missing from the characters. Why?

Answer: First see if the following or subsequent outputs also print with
the horizontal voids through the characters. If they do, then the problem
may lie in one of the four print heads being clogged. Run a "Long Clean"
cycle to fix the problem. "Long Clean" is under the Test menu. Press
Main menu twice, Select once, list + until Long Clean is displayed, then
press Select.

If two of these Long Cleans do not remedy the problem, then the print head
may have to be replaced. It is also possible to run the Print Sample
under the Clean Heads menu to see which print head is failing. The 4079
has a one year on-site warranty, so if the printer is less than a year
old, call IBM service at 800-IBM-SERV (800-426-7378).

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The Lexmark Technical Support Center
can be contacted at 606-232-3000.
Lexmark Parts can be contacted at 800-553-9727.
Lexmark Supplies can be contacted at 800-438-2468.

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> PARENTAL LOCKOUT CONTROL? STR Spotlight
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LEADING INTERNET SOFTWARE COMPANIES ANNOUNCE PLAN
TO ENABLE PARENTS TO LOCKOUT
ACCESS TO MATERIALS INAPPROPRIATE FOR CHILDREN

Three leading Internet software companies announced plans today to lead an industry-wide effort to create and implement standards that will enable parents, educators, and other adults to "lock out" access to inappropriate materials. The companies are: Microsoft Corporation; Netscape Communications, makers of the popular Netscape Navigator software; and Progressive Networks, makers of the RealAudio Audio-on-Demand system for the Internet.

The joint effort, called the Information Highway Parental Empowerment Group, is focused on implementing an effective and easy-to-use system designed to meet the following goals:

1. The system would enable parents to ensure that their children do not unwittingly gain access to materials that the parent would deem inappropriate;

2. The system would make it easy for both content providers and third party rating services to characterize Internet content using whatever criteria they deemed appropriate;

3. The system could be implemented efficiently and would be designed in such a way that maximizes the likelihood that it will quickly become a standard part of Internet access systems

"Clearly, as the Internet has grown, it's become increasingly important to give parents and educators the ability to control what children under their supervision can see and hear on the Net," said Mike Homer, Vice President of Marketing for Netscape Communications. "Fortunately, advances in software technology will soon make it possible for us to design easy-to-use parental filtering capabilities directly into Netscape software. We look forward to working with the industry to ensure that these capabilities become pervasive."

"Microsoft thinks it's very important to help parents make the Internet a safe place for their children," said John Ludwig, General Manager, Personal Systems Division, at Microsoft. "We intend to play a leading role in ensuring that this happens. Moreover, we remain committed to enabling parents to use the Microsoft Network, from the day it ships, in a way that is family-friendly."

The three founders of the Information Highway Parental Empowerment Group invite other industry companies to join their effort. The Group has agreed to issue a report by December 31st, 1995 which will analyze the myriad issues associated with integrating Parental lock-out capabilities into Internet access software and provide concrete recommendations. The members of the study group anticipate being able to incorporate the recommendations into their software products during 1996.

"As the Internet becomes a multimedia place, the social issues associated with access to Internet programming become more important and more complicated," said Rob Glaser, President and CEO of Progressive Networks and chair of the study group. "We hope to move as quickly as possible to make our way through the issues so that we can come up with a stable and reliable technical solution to the legitimate issues that have been

raised."

> NetScape for Win'95 STR FOCUS!
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NETSCAPE UNVEILS WINDOWS 95 VERSION OF NETSCAPE NAVIGATOR

VERSION 1.2 BETA,
AVAILABLE NOW ON THE INTERNET, IS AMOUNG FIRST BROWSERS TO INTEGRATE
WINDOWS 95 FEATURES

MOUNTAIN VIEW, CA. (06/20/95)- Netscape Communications Corporation today
announced Netscape Navigator 1.2, a version of its popular network
browser designed for the new Microsoft Windows 95 operating
environment. The beta version of Netscape Navigator 1.2 is available
immediately for downloading from Netscape's home page for educational and
charitable non-profit use and for evaluation by commercial users.

The 1.2 version will be one of the first Internet browsers to integrate
the Windows 95 user interface and advanced features. Netscape Navigator
for Windows 95 builds on the success of the original Netscape Navigator,
which currently accounts for more than 75 percent of browser traffic on
the Internet, according to statistics from popular Web sites.

"We designed Netscape Navigator 1.2 specifically for Win'95 to provide
the best possible performance, ease of use, and integration for PC users
taking advantage of this new operating environment," said Mike Homer,
Vice President of marketing at Netscape Communications. "By incorporating
user interface and other enhancements, Netscape Navigator 1.2 will makes
it easy for Windows 95 users to experience the full breadth of Internet
commerce and enterprise applications."

The 1.2 version of Netscape Navigator now available on the Internet is a
public beta version, enabling users to provide feedback on the software's
features and functionality for Win'95. Netscape Navigator 1.2 also runs
with Microsoft Windows 3.1, preparing users to upgrade to Win'95. This
first beta version does not contain all of the features that will be
available in the final version. As with the 1.1 release, Netscape will
place the final version of Netscape Navigator 1.2, due out in September
on the Internet for free downloading by students and staff in education
and charitable non-profit organizations, and for free evaluation by
individuals and commercial organizations.

Available for all popular desktop environments, Netscape Navigator is a
powerful commercial browser for the Internet, offering high-performance
and secure point-and-click network navigation. It is optimized to run
smoothly over 14.4 kilobit/second modems as well as higher bandwidth
lines, delivering performance up to ten times that of other network
browsers. Netscape Navigator provides a common feature set and graphical
user interface across computers running the Microsoft Windows, Macintosh,
or X Window System operating environments.

The final version of Netscape Navigator 1.2 will include new features
such as:

 * Windows 95 interface support including:
   Drag-and-drop URLs
   Support for Windows 95 native dialog boxes such as "Save" and "Print"

 * Windows 95 feature integration including Internet Shortcuts, which
   enable users to create icons to represent Internet URLs. When a
   shortcut is double-clicked, Netscape Navigator launches to display the
   URL. Shortcuts can be placed on the desktop or inside folders and
   directories, or can be embedded as mail objects.

 * Enhanced Bookmarks interface that provides drag and drop capabilities
   within a hierarchical folder-based interface. The interface will make
   it even easier for users to create and maintain a directory of their
   favorite Internet sites.

 * New interface for FTP downloads that provides increased feedback to
   users.

The beta version of Netscape Navigator 1.2, available for Microsoft
Windows 95 and Windows 3.1, can be obtained via anonymous FTP from
ftp.netscape.com. Users who download the software do so for evaluation use
only. When the final release is available, users can purchase supported,
licensed copies of Netscape Navigator directly from Netscape
Communications or from a Netscape authorized reseller. Pricing starts at
$39 per user, which includes a 90-day warranty and customer support.
Volume discounts are available for multiple user licenses. Users who have
purchased Netscape Navigator 1.1 or Netscape Navigator Personal Edition
within the last 90 days are automatically licensed for full use of the 1.2
update, and can download it from the net when the final version becomes
available.

Netscape Communications Corporation is a premier provider of open software
to enable people and companies to exchange information and conduct
commerce over the Internet and other global networks. The company was
founded in April 1994 by Dr. James H. Clark, founder of Silicon Graphics,
Inc., a Fortune 500 computer systems company; and Marc Andreessen, creator
of the NCSA Mosaic research prototype for the Internet. Privately held,
Netscape Communications Corporation is based in Mountain View, California.

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> Personal NetScape STR InfoFile
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              NETSCAPE UNVEILS NETSCAPE NAVIGATOR PERSONAL EDITION

                   TEAMS WITH NATIONAL INTERNET PROVIDERS TO BRING
                     PC USERS CHOICE FOR RELIABLE, LOW-COST WEB
                               AND EMAIL ACCESS

MOUNTAIN VIEW, Ca. (06/05/95) -- Netscape Communications Corporation today
announced Netscape Navigatorˆ… Personal Edition, a new edition of the

world's most popular browser software that gives PC users one button
access to the Internet. As part of its new product offering, Netscape has
teamed with leading national Internet service providers (ISPs) including
MCI Communications Corporation, NETCOM OnLine Communications Services,
Portal Information Network, and UUNET Technologies, Inc. to ensure that
Personal Edition users in homes and small businesses can choose more
easily than ever before the most reliable and lowest cost Internet access.

Personal Edition includes the full capabilities of the original LAN
Edition of Netscape Navigator, which today accounts for more than 75
percent of browser traffic on the Internet. The new product combines the
rich features of the recently released Netscape Navigator 1.1, full email
capabilities using Eudora Light^… from QUALCOMM Inc., easy net access, and
remote connectivity capabilities to give users a complete dialup Internet
solution.

"Netscape Navigator Personal Edition delivers the dynamic world of the
Internet to anyone with a PC and modem," said Marc Andreessen, co-founder
and vice president of technology at Netscape. "By combining the world's
most popular browser with easy signup, a choice of Internet providers and
Eudora email capabilities, Personal Edition lets individuals easily
explore media-rich Internet communications and commerce with the best
online rates, reliability, and support available."

Netscape has partnered with a number of leading Internet service providers
to enable users to select the rates and services that best meets their
needs. When first installed on a PC, Personal Edition's Registration
Wizard presents a short series of one-button online forms that guide users
through the installation process. Personal Edition connects to Netscape's
hypermedia listing of available ISPs, including UUNET, Portal, NETCOM, and
MCI. After users browse through the choices and select one, the software
sets up an account with the chosen provider immediately and automatically.
From then on, Netscape Navigator Personal Edition dials the service
provider directly when launched.

Included in Personal Edition, Netscape Navigator 1.1 is a powerful
commercial browser for the Internet, offering high-performance and
point-and-click network navigation. It is optimized to run smoothly over
14.4 kilobit/second modems as well as higher bandwidth lines, delivering
performance up to ten times that of other Internet browsers. Netscape
Navigator 1.1 delivers:

 * Ease of use, including a friendly graphical user interface and pop-up
   menus for context- sensitive access to advanced features

 * High performance, through such features as multiple simultaneous
   loading of text and images, continuous document streaming, and native
   GIF and JPEG image decompression

 * Support for World Wide Web and Internet standards including HTTP, FTP,
   Gopher, SMTP and NNTP (news)

 * Integrated security, through the Secure Sockets Layer open protocol.
   SSL provides encryption, which creates a secured channel to prevent
   others from tapping into the network; authentication, which uses
   certificates and digital signatures to verify the identity of parties
   in information exchanges and transactions; and message integrity,
   which ensures that messages cannot be altered en route

 * Advanced features, such as support for full HTML 3.0 tables and

backdrops for more visually compelling pages; MIME-compliant news
reading and posting for multimedia articles; and the Netscape Client
Application Programming Interface for easy integration of third-party
applications.

In addition, Netscape Navigator Personal Edition includes:

* Eudora Light email from QUALCOMM, which enables users to send and
  receive email; create a personal address book and distribution lists;
  attach files including graphics and sound, and read and create email
  offline to reduce access charges

* Network TeleSystems protocol software for TCP/IP connectivity to the
  Internet

* ShivaPPP client software from Shiva Corporation that provides users
  with high performance, reliable remote-access connectivity.

"I was afraid of accessing the Internet because I heard it was expensive
to find an ISP and to hook everything together, but Netscape Navigator
Personal Edition created an instant gateway to the Internet at a great
price," said Seth Tabb, an early user of the product. "It's so easy that
it took me just a few minutes to install on my computer. With Netscape
Navigator, I have no trouble finding information and I've discovered a lot
more uses for the Internet than I ever imagined."

"I'm not a computer-literate person, and it wasn't until I loaded Netscape
Navigator Personal Edition that I realized how unbelievably exciting the
World Wide Web is," said Mark Casebeer, manager of systems design for Pro
Home Systems. "Suddenly, the Web was very easy to navigate. Netscape
Navigator Personal Edition is truly point and click and the interface is
fantastic. I'm sold on this product."

"I'm extremely impressed with Netscape Navigator Personal Edition because
the software installed and configured everything for me," said Dave
Schwietz, a partner with Select Consulting. "All I needed to do was put in
the disks and I was off and running. Netscape Navigator Personal Edition
is the type of product that's going to bring the Internet to the mass
market because it requires no technical expertise to use."

Netscape Navigator Personal Edition for Microsoft Windows is available
through retail outlets, through Netscape's online store on the Netscape
home page, from Netscape reseller and OEM partners, or directly from
Netscape. The estimated selling price is $39.95, which includes a 90-day
warranty and customer support. Netscape Navigator Personal Edition
requires at least a 386sx PC, a 14.4 kilobit/second modem, Windows 3.1 or
Windows for Workgroups 3.11, a recommended 8 MB of RAM, and 6 MB of hard
disk space.

Netscape Communications Corporation is a premier provider of open software
to enable people and companies to exchange information and conduct
commerce over the Internet and other global networks. The company was
founded in April 1994 by Dr. James H. Clark, founder of Silicon Graphics,
Inc., a Fortune 500 computer systems company; and Marc Andreessen, creator
of the NCSA Mosaic research prototype for the Internet. Privately held,
Netscape Communications Corporation is based in Mountain View, California.

Find out more about Netscape at info@netscape.com, or call 415/528-2555.

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> STR Mail Call   "...a place for our readers to be heard"
  """""""""""""

                          STReport's MAILBAG
                          """"""""""""""""""

                    Messages * NOT EDITED * for content

Date: 06-18-95   MSG.. # 188
From: DOWDLE   Conf: (0) New Mail
To: RMARIANO   Stat: InetMail
Subj: STR & Microsoft?   Read: Yes

Hello from Great Falls, Montana!

        I have enjoyed your magazine for some time... but it is beginning to
disgust me more and more with each issue. As I see you turn into a
spokes-person for Microsoft. No, I'm not an OS/2 flunkey. I do however,
have quite a few friends who run OS/2 and love it. Why you dislike OS/2
is beyond me. I mean it works well for many people and just because it
has a few people that are over-zealous enough to try and trash Win95
doesn't mean that the product (OS/2) is bad.

        I'll tell you an OS that blows both OS/2 and Win95 away... and this
OS is completely free. Including source code and programming languages.
Linux is a fantastic Unix clone/compatible OS for the Intel based machines
and it's also being ported to several other platforms. Including the
Amiga, the Atari Falcon, the Macintosh, the MIPS, the DEC Alpha, and the
PowerPC. On the Intel machines it is a mature product and can be obtained
freely via the Internet. Although commercial CD-ROM collections of
various Linux distributions make things easier on the end-user. Unix is a
REAL operating system that multitasks and is multiuser. It also has a
fantastic GUI based windows server called Xwindows. Linux is considered
by many to be the best Unix implementation on the Intel based machines.
Yes, even better than the $1,500 commercial flavors.

        Linux was born in late 1991 and over the past few years has really
grown and developed. As of late 1994, it became a mature OS with
mainstream possibility. Linux USED to be just for hackers (using the good
connotation, but now more USERS are using it than hackers. The only thing
making it less mainstream than Microsoft products or IBM products is the
fact that it's free and relies on the Internet for most of it's
distribution. One cannot simply go into a local Software Etc. and pick up
Unix software. Which doesn't matter a bit since most anything Unix wise
is free on the network.

        I'd like to see a Linux column (or even a generic Unix column) added

to STR. Press Releases like those from Red Hat Software and Caldera Corp.
would really get more exposure in STR than not. RHS has the best "plug
and play" distribution and Caldera is an offshoot of Novell that is making
Caldera: Network Desktop for Internet Access. Linux is the first truly
OPEN SYSTEM.

        I'm not sure if you are familiar with the Free Software Foundation
or Richard Stillman. The FSF is responsible for hundreds of software
tools that are freely distributed under the GNU (GNU Not Unix) name,
including GNU C and G++, and the platform independent EMACS. The FSF is
working on an OS called HURD. They have been working on it for years.
However, in the mean time, they are assembling their own Linux
distribution called the Debian Distribution. If you are new to Linux
info, then you'll not know what a "distribution" is nor why it is
significant that the FSF is working on their official Linux distribution.

        Linux brings back, for most people, the early days of computing when
information and software wasn't such a heavy commercial market. A time
when programming was an interest of the general home computer owner. A
time when efficient and optimized software was in vogue.

Please.. get some info on Linux!!!

        Regarding legal actions by the federal government against Microsoft.
Regardless of how you want to paint the government as evil in this matter.
Microsoft has a long history of unethical business practices. You have
probably heard about many of them. Some of them have appeared in the
pages of STR. Since Microsoft basically sold a copy of MS-DOS and MS
Windows with every new clone sold, they weren't motivated to optimize it.
In fact, the more system resources it took up the better because people
were more apt to buy a new and faster machine. Thus, resulting another
sale of Microsoft products. Computer makers just don't sell machines
without an OS. Most of them were/are bound to buy a copy of
MS-DOS and MS Windows with every machine they assemble. Every CPU they
buy. No other OS maker has a chance really. IBM is giving it a go.

        There has always been Unix vendors on various platforms. Some
people feel (I'm not sure if I agree or not) that whatever product
Microsoft comes out with in the OS area will be the only thing mainstream
available in five years. Except of course, Linux. Linux doesn't have to
compete for sales because it isn't for sale.

        Microsoft rarely ever innovates. They remain on top because of four
reasons:
                1) They buy out the companies that do innovate.
                2) They license things from innovators.
                3) They set their factory programmers to work cloning and
                   improving on someone else's ideas.
                4) They blatantly rip off the innovators by stealing binary
                   ideas because the other methods didn't work.

        One thing Microsoft DOES innovate and excel in like no other company
is business deals, crushing the competition and marketing practices.
Since you came from the Atari platform, it's plain that Atari's lack of
marketing skills made you appreciate Microsoft's savvy in marketing.

        Don't let supreme greed trick you. Bill Gates reportedly controls
over $11 billion in assets. You seem to feel this is an expression of
attaining the American Dream. To be in control of that much wealth is
immoral in my opinion. The American Dream isn't to be the richest man in

America. It's to be comfortable and happy with a healthy family. Its not
worrying about such things as security of oneself and family members due
to the great lure of wealth to kidnappers.

    I'm not sure if I've expressed my opinions and feelings on the above
in a presentable way. I tried my best. Although my goal of sending this
E-mail to you isn't to sway you with dogma, I would appreciate if you
could at least take my "soapbox-ish" E-mail into consideration.

    Microsoft virtually controls the personal computer industry. Now,
Bill wants to move on to other industries. When is he going to exhaust
his over abundant greed? Bill Gates claims that there is so much more
that he wants to "make happen". He also states he will eventually give
95% of his personal wealth away. Yeah, it'll happen. :)

    Because of your journalistic contacts you must might be able to
answer the following question. Ask any run-of-the-mill PC user and see
what you come up with! Can you name any programmer responsible for
bringing us MS-DOS and/or MS Windows? I can't. I've been around PCS
since 1982. Apple has a little friendlier track record. But factory
programming and corporate ownership of team code seems like a less than
"better way".

                                    Type You Later,
                                     Scott Dowdle
                                     Great Falls, Montana

p.s. Sorry about the typos and bad wordings that you'll have to figure
      out above... but I wrote it online! :

Editor Reply;

    Mr. Dowdle, I appreciate your frank input, taking time to write your
letter and finally for putting so much thought into your missive. One
thing we certainly do not want to do is disgust you. However, to avoid
such at any price would be too high a price to pay. Therefore I am left
with one thing to do and that is to try to explain our position.
Hopefully, our explanation will not disgust you.

    It doesn't take an OS/2 "flunky" to TRASH Win'95 or anything else
these clowns decide to pounce upon. All it takes is a narrow minded
zealot with horse blinders on. Please, draw a mental picture of this
abomination of a computer user. For their own minuscule reasons, they'd
eliminate entirely what others enjoy simply because they do not enjoy the
same things. Now, you can see why, in all probabilities, its not simply
an OS/2 user. What we have found is its usually the type person that
nearly expired their total thought processes learning what little they
have where they are and at the same time, deeply fear having to learn to
use another OS.

    Our position is such because of our origins you factually mention.
While an Atarian, it was terrifying to watch the pinheaded brownies
apologizing away Atari blunder after blunder as we all watched the ST die
a slow and agonizing death. Anytime we see the same types of bimbos
surface yapping away at the moon or whatever, all the alarms go off at the
same time.

    I agree with you completely about Linux and as such, throw down, to
you, the Gauntlet. We need a competent individual to write a weekly

column about Unix, Linux and Xwindows. How about it??

      Now then, as far as Microsoft and Bill Gates are concerned. We
shall have to agree to disagree. The American Dream is total success, not
settling for something close that everyone finds agreeable. It is sheer
victory over all adversaries and the achievement of total unmitigated
success. Gates has proven that this is still achievable in the USA.
He (Gates) and the entire Microsoft Crew have also proven beyond a doubt
that the people in the USA and their technological capabilities still have
"what it takes" to be a winner. I am weary of seeing the USA being told
it has to take a back seat to this country or that country. Its not true,
it never was true and as far as I can see, never will be true. At least
in my lifetime.

      I don't know about anyone else, but I am sick and tired of reading,
hearing and seeing commentators extolling the wonders of education in
other nations and how it is so superior to ours. Sure, maybe is the case
on the surface, but at least we (USA) are not raising generation after
generation of fanatically obedient educated young people.

      Bill Gates, like most anyone else with a dream to fulfill while in
possesion of obvious success, does not see the end in sight because he has
yet to fulfill that dream. J. Pierpont Morgan, Averell Harriman, John D.
Rockefeller, Armand Hammer, Aristotle Onassis, to name only a few, all had
a vision, a dream if you will. A dream they were only capable of pursuing
after having achieved financial success and independence. The problem, as
I see it, is there are those in high places who literally fear the power
Gates may amass and therefore are trying desperately to whip him and
Microsoft into assuming a much less visible role in the worldwide scheme
of things both current and to come. Not to mention the enactment of
legislation effectively slowing of, if not stopping, Microsoft's growth in
certain specific areas. I also believe that those in high places would
attempt to do the very same things to any entity approaching such levels
of power and influence.

      The real problems facing mankind cannot be addressed by any ordinary
man. He simply does not have the resources to do so. In the next dozen
or so decades, the manner in which mankind lives life is going to change
dramatically. Radically in some folks eyes. The shame of it all is there
are far too many individuals today who lack the ability to even slightly
envision what living life will be like say, fifty to one hundred years
from now. The changes are already, albeit slowly, beginning to take
place. Unfortunately, the basic human trait of "fighting change" is quite
a challenge to overcome.

      To Bill Gates and Microsoft... I wish continued success in their
every endeavor. Every time Gates wins.. Thousands of families all over
the world gain more independence and greater financial security.

 Free Enterprise is the only way as far as I am concerned.

      The answer to your question is no, but then.. you knew that would be
the answer. I, however, offer this thought; Those products like many
other superb American products are brought about by excellent teamwork.
This is Microsoft's way. It's not unique though, you'll easily find
teamwork in use in most every successfull enterprise.

      Scott, once again thanks for reading our humble offering and sending
along your viewpoints. It is greatly appreciated. I do hope you take us
up on our offer.

Ralph...

     ****

                           ATARI/JAG SECTION (III)
                           =======================
                            Dana Jacobson, Editor

> From the Atari Editor's Desk   "Saying it like it is!"
  """""""""""""""""""""""""""""

     I've been daydreaming lately - it's been awhile since I've had a
real vacation; and it starts TODAY! I'll be "off" for a couple of
weeks relaxing, doing a little reading, soaking up some sun, and making
a few day-trips to visit friends and cool beaches somewhere in Maine.
Don't worry though, we'll still be working here at getting out our
Atari coverage!

     There's a really lot of news and information in this week's issue,
so I'm not going to drag out my comments this week. Hopefully, I'll be
writing next week's edition on my new Falcon (yep, I ordered it and
it's on the way!).

     Until next time...

                    _____

                          Delphi's Atari Advantage!
                         TOP TEN DOWNLOADS (6/21/95)

    (1) SEAWOLF ARCADE GAME   (6) GHOST LINK 1.02 BETA
    (2) PICTURE FILE BROWSER 1.0A   *(7) SUBSTATION NORTH AMERICAN DEMO
    (3) MUNSIE VIDEO NEWSLETTER   (8) SQUARE OFF
   *(4) DUNGEON4.ASC   *(9) RUFTRADE GERMAN TO ENGLISH
    (5) PSST! 1.0   *(10) BREAK

                            * = New on list

                            HONORARY TOP 10
  The following on-line magazines are always top downloads, frequently
  out-performing every other file in the databases.

                  STREPORT (Current issue: STREPORT 11.24
          ATARI EXPLORER ONLINE (Current issue: AEO: JAGUAR EDITION 3)
            Look for the above files in the RECENT ARRIVALS database.

                    _____

> Expose! STR InfoFile! - News on Expose/Titan Design Products
  """"""""""""""""""""""

EXPOSE

Expose, the true colour, real-time video digitiser for the Falcon, is
expected to be ready by mid to end of June. Full production had been
delayed due to the many improvements that have now been implemented to
the RGB Splitter. The Splitter now includes full control over
brightness, contrast and colour, compatibility with PAL, NTSC,
composite and S-Video inputs and adjustment for sync and NTSC hue.

Included in the package is FalCAM, a GEM ACCessory for viewing live
video from within GEM based programs, and a demonstration program
called Videobox which allows the live video to be texture mapped onto
the surfaces of a cube. The cube can then be rotated and zoomed, while
digitising, in real-time. See below for more details on FalCAM Tripod.

Expose is also bundled with APEX Media for only L369, which represents
a L50 saving. Provision is also made for existing APEX users to take
advantage of the L50 discount, bringing the price of Expose down to
L249 although the original APEX Install Disk and Registration Card must
be forwarded to take advantage of this offer and to permit their copy
of APEX to be upgraded.

FALCAM TRIPOD

Over the past couple of days we have thrashing out the specification
for FalCAM Tripod. This stand-alone program now replaces the original
idea of supplying an enhanced version of APEX due to the memory problems
associated with hi-res, 24-bit images. FalCAM Tripod will be an
executable program having variable exposure and image resolution
settings, along with options to save JPEG, GIF, TGA or PPM file formats.
Conversion between these file formats will be possible with variable
adjustments to optimise the image. The live video image will always be
present within the program so that 'Tripod' is best run using a 256- or
true-colour video mode, although in practice any video mode can be used.
The live video image also permits final positioning of the camera to
compose the image prior to digitising. Because of the way in which the
program operates, 'Tripod' is intended for capturing still images and
is best used with rostrum cameras or VCRs with perfect freeze frame -
hence the name 'Tripod'!

BRIEF SUMMARY:

Capture size: 768x576 (PAL broadcast)
                384x288 (quarter size PAL)
Bit planes: 24-bit
File support: JPEG, GIF, TGA, PPM

Please note that the exact specification is subject to change. We would
nevertheless be interested in feedback as to other enhancements that
could be included. The request for 1024x768 capture may be popular but
this means reserving in excess of 2.3MB to retain the image in memory
and APEX on a 4MB Falcon would not then be able to load it!

It is possible that 'Tripod' will not be ready when Expose starts
shipping, though it is envisioned that the development time-scale will
be quite short. Customers who purchase Expose in the meantime will be
sent 'Tripod' automatically when it becomes available.

```
              ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
                            APEX UPGRADE

Following is the history of changes made to APEX since the original v2.0
release. Apart from fixing some minor buglettes (small bugs which nobody
seems to have reported :-)), there are some additional features to
enhance the software. If anyone requires updating to V2.12 then they
must return the original APEX Install disk and Registration Card (unless
already done so). 17/05/95    Apex Animator bug fix & enhancement record
              ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

Apex v2.12:

```
Fixed:  * Overlays & underlays are no longer restricted to 'fix palette'
          colour reduction. Incoming palette can now be used if required.
Other:  * Some small bugs in editing system ironed out.
```

Apex v2.11:

```
Fixed:  * Irritating chroma-key bug in jackknife tool fixed. (Black was
assumed to be the transparent key at all times instead of the current
background key - producing a solid black border on some objects when
jackknifed in true colour and with key colour set to something other than
black.)
Other:  * APXGIF18/24.TTP speeded up immensely. Also uses new hardware
           scrolling virtual screen which can be panned around using the
          mouse instead of squashing the image to fit the available
          resolution. Always uses at least 640*400 (no more low-res detect
          option as it makes images look rough) and now exits on
          mouse-click OR spacebar.
```

Apex v2.10:

```
New:     * Playback speed now written into exported FLIC files as number
           of milliseconds per frame, the way it should have been all along.
           * Playback speed now retrieved from FLIC files in 'jiffies' (FLI)
           or milliseconds (FLC/FLH etc.). Again, a fairly important point.
           * Targas now written to disk using 32k buffer - much faster,
           especially when saving to floppies which was pretty chronic.
           * Gridlocking can now be toggled via the < ; > (i.e. semi-colon)
           key at any time, which includes compound-drag operations.
           * Dialog texture changed - I got bored of the other one.
Fixed:   * Bug in colour-reduction code fixed - greyscale mode works.
           * Export 'FLC' routines improved - compatibility increased. Date
           stamps encoded in files (for programs that get really upset).
           * Export 'TGA' routines improved - compatibility increased.
           Targa images saved now conform to TrueVision standards.
           * Video switching routines improved - now almost completely
           compatible with those nasty but necessary screen-boosters.
           We may just do our own anyway... :)
           * Error in file loading fixed ('Error writing file' for no
reason).
           * Some other teeny weeny buglets ironed out.
Other:   * APXFLC16.TTP now makes use of playback rate held in animations.
```

Apex v2.03:

```
New:     * Maximum canvas size increased to 4096 x 3072 for RAM freaks.
           * DSP now performs bitmap-conversion a little more often.
```

```
Fixed:   * Small improvements made in the 68040 compatibility department.
         * Video switching routines improved - better compatibility with
           nasty screen-boosting programs.
         * Daft spelling errors on dialogs for English, German & French
           translations now corrected. Somebody must have changed them when
           I wasn't looking...


Apex v2.02:


New:     * Support for the Matrix ScreenEye 'Plus' digitiser implemented.
         * Support for the standard Matrix ScreenEye digitiser improved.
         * Undo-buffering inhibited on heavy canvas sizes for speed.
         * Expose digitiser support code optimised & improved.
         * DSP WaveBasin replaces PlasmaTunnel in TC mode. :)
Fixed:   * Problems caused by TC canvas widths not evenly divisible by
           '16' now corrected. (That was a particularly silly one).
         * Compatibility with MMU-based virtual memory drivers improved.


Apex v2.01:


New:
         * Can't remember - this record was started on v2.02...


Apex v2.00:


         * First commercial release.
```

                                THOUGHT! V2.2

Thought! is now shipping as version 2.2. This unique development and
design tool has undergone a major upgrade and now includes Macro based
text language, Drag & Drop, Clipboard, Template Editor and the ability
to output the entire textual content of linked files to disk. Full
colour support is now offered for TT and Falcon users with an improved
interface that supports 3D icons. Colours are completely redefinable
thanks to the 'drag & drop' system. Thought! V2.2 requires a minimum of
1MB of memory to operate and is priced at L79.95. Existing V1.53 users
can upgrade for L25.

                                 BSS DEBUG

BSS Debug is now available and is already proving to be an absolutely
essential tool for any Falcon programmer. BSS Debug was written by Black
Scorpion software and, not surprisingly, was used to develop APEX. Many
innovative features are included to assist in the program development.
BSS Debug is priced at L39.95. Demonstration disks are available for all
products produced by TITAN Designs.

```
6 Witherford Way, Selly Oak          Lexicor Software
Birmingham B29 4AX. UK.              36 Queensberry Street, Suite 6
                                     Boston, MA 02215
                                     email: info@lexicor.com
```


> MagiCMac! STR InfoFile!   - Atari ST emulator for Macintosh
  """"""""""""""""""""""""

    From: Thomas Tempelmann <tt@muc.de>

MagiCMac
                              ****

MagiCMac is an alternate operating system for Apple Macintosh computers.
It allows you to run Atari ST software on your Macintosh in cooperation
with Macintosh applications.

MagiCMac runs on Macintosh computers with System 7 and a 68030, 68040 or
PowerPC CPU. We recommend at least 6MB of RAM installed on your
Macintosh. On any of these machines MagiCMac is faster than an Atari
TT, up to 4 times on average.

The demo will run for 15 minutes.

The english demo version 1.2.1 has been uploaded today to info-mac.
Info-Mac mirrors are available all over the world. The file's name begins
with magicmac-1.2.1-e-demo. It should be available on the mirrors in
one or two days.

To extract this archive you need Stuffit Expander (freeware) or Stuffit
Lite (shareware). If you haven't downloaded this file using a program on
a Macintosh, you'll have to decode it first using MacBinary (Stuffit
Expander does this automatically, Stuffit Lite has a menu section for
it). Contributor: tt@muc.de (Thomas Tempelmann)

                  _____

> Atari WEB STR Feature
   """"""""""""""""""""""""

                      Atari Web Pages Latest News
                      ~~~~~ ~~~ ~~~~~ ~~~~~~ ~~~~
                             Version 1.0
                             ~~~~~~~ ~~~
                           Date   6/6/95
                           ~~~~   ~~~~~~~
                                  by
                          Mark Stephen Smith
                          ~~~~ ~~~~~~~ ~~~~~
                             6th Update
                             ~~~ ~~~~~~

                              Foreword
                              ~~~~~~~~
Hello and welcome to the news item on the Atari Web pages. This document
will describe the Atari Web pages as provided by Mark Stephen Smith and
will include a list of the latest updates for the month. Each month I
hope to update this text with the very latest additions and news on the
Atari Web pages. Hopefully these pages will provide an invaluable service
to their users, but they are still at an early stage and developing all
the time. As such any feedback and support you may have for these pages
is more than welcome, it is in fact encouraged. The more input I get
from its users the better, as then I will know what is good and bad about
these pages and can change them appropriately in the hope of increasing
their value to their readers. Now on with the show.

                           News and Changes
                           ~~~~ ~~~ ~~~~~~~~

Well since the original description a lot has happened. I'm now involved
in several projects, and submit work to several Internet and diskmag
sources for inclusion. I have also officially took over the maintenance
of the Atari FTP list from Hallvard Tangeraas of which there have been a
couple of updates. New items in this document since the last copy will
be marked with **, updates will be marked with a U. All new items are
also listed below according to the date they were added.
I apologise for the lateness of this update but my workload has been too
large to take the time until now to do this. Please make a note of the
sites new address and update any links or bookmarks to the Atari pages
to the new address.
 Thank you!

The new items this month are:

2/6/95 -- Two Reviews of Checkered Flag added for the Jaguar
2/6/95 -- CAIN Newsletter Volume 2. No.4
2/6/95 -- HENSA Atari TOS Newsletter Volume 8. No.9. in HTML format
2/6/95 -- HENSA Atari TOS Newsletter Volume 8. No.9
23/5/95 -- Games Tips, Cheats and Solutions section added
23/5/95 -- Robinsons Requiems Tips
23/5/95 -- Iron Soldier All Weapons and Levels Available Cheat
23/5/95 -- Iron Soldier Unlimited Ammo Cheat
23/5/95 -- Coming Soon for the Jaguar Updated!
22/5/95 -- AEO Newsletter for Jaguar reporting on the E3 show in ZIP and
           text format
22/5/95 -- Falcon news section format altered so it links to Falcon Hensa
           newsletters rather than duplicating them here.
22/5/95 -- ST news section format altered so it links to TOS Hensa
           newsletters rather than duplicating them here.
22/5/95 -- Questions and Answers Q.3 answered, and Q.16 and Q.17 added
10/5/95 -- HENSA Atari TOS Newsletter Volume 8. No.8. update
10/5/95 -- Rod McCall's Falcon Pages link added
10/5/95 -- Bobby Tribble's Atari Link Directory Pages link added
10/5/95 -- Stuart Denman's (Author of Speed of Light) Pages link added
10/5/85 -- Promotional Video for Jaguar
10/5/95 -- Baldies CD Jaguar News
10/5/95 -- The Nordvic Atari Show 1995 Announcement
10/5/95 -- Fried Bits Coding Convention III Results
10/5/95 -- Freedom Fileselector Announcement
10/5/95 -- Substation News
10/5/95 -- Secret Level Codes for Hover Strike on the Jaguar
9/5/95 -- More Hover Strike reviews and comments for the Jaguar
9/5/95 -- Dragon : The Bruce Lee Story Review for the Jaguar
9/5/95 -- Small trick for Hover Strike on the Jaguar
9/5/95 -- Zool 2 cheat for the Jaguar
9/5/95 -- Jaguar FAQ update
9/5/95 -- Lynx FAQ update
4/5/95 -- Several Hover Strike reviews and comments for the Jaguar
3/5/95 -- Falcon Owners List by rod McCall
3/5/95 -- Falcon Developers List by Rod McCall
3/5/95 -- Falcon BBS List
2/5/95 -- 3 Demos each under 96K from the Fried Bits III Convention
2/5/95 -- Towers II: The Plight of the Stargazer Review by Mark Stephen
          Smith

                    What are the Atari Web pages?
                    ~~~~ ~~~ ~~~ ~~~~~ ~~~ ~~~~~
These are a collection of pages covering all formats of the Atari. In
these pages may be found the latest news, reviews, software for

downloading, and various other information and links to other places of
interest to Atari users. I have tried to make the structure of these
pages easy to follow and as intuitive as possible but there is still a
lot of work to be done yet.

How do I access them and what is the Web?
~~~ ~~ ~ ~~~~~~ ~~~~ ~~~ ~~~~ ~~ ~~~ ~~~

First of all I shall look at what the Web is or to use its full name the
World Wide Web. The Web is new way of accessing the Internet, unlike
previous methods where you were required to enter commands into the
program you were using the Web uses a more user driven method of getting
around the Internet. This method is much more graphical than former
methods and as such is much easier to get to grips with. When using a
Web browser (the name given to a program used to access Web pages) the
control method usually consists of a point and click operation. A Web
page will consist of text and graphics which are sometimes highlighted
in some way to indicate that they are selectable and link to more
information or a particular piece of data. Such a link is referred to as
a hyperlink. In fact the whole system is a variation on hypertext and
uses a script to create each page. Each script is written to a HTML
(HyperText Markup Language) standard which contains the main body of text
in the page and a few command tags for the browser as to how to format
the page and what to do with links, etc. Web pages may contain text,
graphics, sounds, and animations, although the later two are normally
supported through external software. It is also possible using the Web
to gain access to newsgroups, ftp sites, and gopher services all through
the one program. As such this makes this a very powerful tool for
Internet access, and coupled with its ease of use this has suddenly
became the big thing in the recent Internet explosion into the media.
Browsers can handle all properly written HTML scripts but may vary in
operation when scripts are incorrect or contain mistakes. Browsers can
be divided into to distinct types, graphical and text only. Popular
graphical browsers include NCSA's Mosaic and the recent new browser
NetScape. On the text side Lynx is the most popular textual browser
(NOTE: text browsers don't show any form of graphics). To access the Web
you must either use one of the above mentioned browsers on a machine
such as a Sun, PC or Macintosh, or if you want to access it via your
Atari you will need a copy of the Lynx browser as unfortunately there
aren't any graphical browsers YET for the Atari.

Where do I find the Atari Web page?
~~~~~ ~~ ~ ~~~~ ~~~ ~~~~~ ~~~ ~~~~

 From your Web browser choose to open URL and enter the following address:

http://www.mcc.ac.uk/~dlms/atari.html

If you can store a hotlist of addresses or something similar on your
browser then it may be worth including this address for quick access in
the future. Once you've done that you should see my main page so I hope
you enjoy it, and don't forget to write with your thoughts. (*NOTE*: This
is the new site for the Atari Web pages, take note of it!)

What you will find in the Web pages every month.
~~~~ ~~~ ~~~~ ~~~~ ~~ ~~~ ~~~ ~~~~~ ~~~~~ ~~~~~

From the main menu you have several links available to you, some under
miscellaneous and others specific to a particular machine, or collection
of machines. It is now possible to mail me directly from the Web pages,

special thanks also to Frank Charlton for the new Atari Logo. First I
will look at what will be in the Miscellaneous section.

                        ****

            Atari Related links, Documents, FAQ's and Newsletters
            ~~~~~ ~~~~~~~ ~~~~~ ~~~~~~~~~ ~~~~~ ~~~ ~~~~~~~~~~~
First in the list are "Atari Related Links", these links are to other
sources of Atari information or data (such as files, etc.). There is a
link to many of the major Atari holding FTP sites on the Internet. Links
to several Web pages by different people on the Atari. This will grow as
worthwhile sites come up. At the moment you can visit:
- HENSA to download Atari files (Moderated by Denesh Bhabuta)
- ZFC's Atari Pages by Annius V. Groenink. This has links to various
  Atari related places, along with talk of his own work on Edith and his
  new Drive U Project. Annius is also working on a version of the Mosaic
  browser for the Atari and the best of luck goes to him on that.
- Christer Gustavsson's Atari Gem Programmers Page. Very useful
  information for programmers grappling with Gem and the operating system.
  Also offers help via his questions answers page. Some links can be
  found to Atari related places.
- CAIN Atari Pages. CAIN is the Central Atari Information Network and
  they create a newsletter which is updated monthly on all things new
  to do with the Atari. There are also links available here.
- Martin Maisey's Atari Pages. Contains information (downloadable) on
  programs written by himself for the Atari. Again there are links to
  other Atari places.
- Toad Computers Pages. Stockiest and retailer of many Atari goods.
- ST Format Pages. Information and previews of ST Format issues.
- Volker Burggraf Atari Pages (German).
- Desert Star Software Home Page.
- ST Assembler Page
- BSM's Home Page
- ST Beer Mat Page
- The Organised Chaos Licenseware Home Page
- Index of /~jschlich/Jaguar/
- Lynx Pages
- Atari Lynx Page
- Atari Page by Frank Post (Partially German, partially English)-
MiNTOS Distribution and Information Page
- Julian's Atari Page
- Atari Ghostscript
- Atari Page by Robert Krenn
- Simon Gornall's Atari Pages
- Be Hnalls Page (KSculpt + Calamus Information)
- "Data Uncertain" Software
- Kay's Home (MintNet)
- CNAM Atari Pages
- EMAGIC Users Page (Covers Atari)
- Helmut's Project contains Atari Links (English and German)
- Eero Tamminen's Atari Pages
- Atari Programmers Page
- Atari Users List
- Impulse Home Page (Demo Crew)
- NPG Home Page (Demo Crew)
- Atari Page by Dir Klemmtk
- Steve's Atari WWW Pages
- The Guitar Reference (For the Atari)
- Musings of an Amateur Hacker
- The Atari Home Page by Martijn Dekker

- Tecnation Sonovista (Falcon based computer)
- Cybercube WWW Page (Atari Products)
- Yak's Zoo
- Atari Jaguar 64-Bit Game Machine Stuff
- 8 Bit Atari Page by Ivo van Poorten
- Atari Jaguar Homepage by Christian Svensson (very good and kept up
  to date)
- Jaguar directory
**Stuart Denman's (Author of Speed of Light) Pages
**Rod McCall's Falcon Pages
**Bobby Tribble's Atari Link Directory Pages

                          Documents
                          ~~~~~~~~~
Useful documents will appear in here. At the moment there is:
- Atari FTP List by Mark Stephen Smith (essential for the latest news on
  who provides Atari FTP sites).
- Atari TOS Desktop Survival Kit by Thomas J Hopper. An essential guide
  to getting the most out of your DESKTOP.INF and NEWSDESK.INF files.
- Recommended list of software for the Atari by Denesh Bhabuta. List
  compiled by Denesh for me of his best software for the Atari (updates
  coming soon). Mostly PD and Shareware, this list contains links to
  download most of the software mentioned.
- Information on picture formats by Dave Bagget. Lots of information on
  the format of different picture files for the Atari.
- Information on Viruses.

                    FAQ's (Frequently Asked Questions)
                    ~~~~~ ~~~~~~~~~~ ~~~~~ ~~~~~~~~~
Useful FAQ's will appear here. At the moment there is:
- Atari ST SLIP FAQ. This is a guide to connecting your Atari to a
  network. All you want to know about networks and the Atari.
- Atari CD FAQ. Information on getting and using CD's on the Atari.
  Regular updates to this can be found in my pages.
- GDOS FAQ by Ger Castan. Got a question on GDOS then this is the place
  to look.
- MiNTNet FAQ by Christer Gustavsson. Everything you wanted to know
  about MiNTNet.
- AtariNOS FAQ by Frank Charlton. Answered questions and information
  on NOS.

                         Newsletters
                         ~~~~~~~~~~~
Although there may be more to come the following newsletters are updated
promptly as I receive them. These have been re-organised to make it
easier to keep track of. At the moment there is:
CAIN Newsletter containing the latest Atari news.
HENSA Newsletter containing the latest updates to the HENSA Atari
archive. **The HENSA newsletters are now available in HTML form also.
AEO Newsletter containing the latest Atari news.

                         Newsgroups
                         ~~~~~~~~~~
Atari related newsgroups. Send updates. The currently supported news
are:
comp.binaries.atari.st
comp.sys.atari.advocacy
comp.sys.atari.announce
comp.sys.atari.st
comp.sys.atari.st.tech

```
comp.sys.atari.programmer
rec.games.video.atari
alt.games.lynx
```
                        ****
                        Questions and Answers
                        ~~~~~~~~~ ~~~ ~~~~~~~
Submit your questions to here and get them included in this page.
Answers are open to anyone who has something valid to say, and help is
provided to me on Programming and Music questions by several
knowledgeable sources. Please support this section, only by your
interaction and questions will it survive. All answers are included in
this page for anyone else with the same question and answers are also
sent back to the person who submitted the question for those without
Web access. If you feel you have an expertise in a particular area
concerning the Atari and would be willing to answer questions on that
area when and if I submitted them to you, then please let me know and
you can join the team. Programming and Music are fairly well covered
and I can cover Graphics programs, help with Technical questions would
be appreciated.
                        ****

                        Reviews
                        ~~~~~~~
Here I hope to include reviews of Atari products both new and old. So
far I have the following reviews:

- Kobold review by Andy Curtis (ST Format)
- Flash 2 review by Frank Charlton (ST Format)
- Edith Professional review by Frank Charlton (ST Format)
- MagiC review by Andy Curtis (ST Format)
- Stello v2 review by Mark Stephen Smith (Myself)
- Sportster Modem review by Frank Charlton (ST Format)
- Storm Tracker review by Andy Curtis (ST Format)
- Connect review by Frank Charlton (ST Format)
- Zero 5 review by Frank Charlton (ST Format)
- MDII Grid review by Andy Curtis (ST Format)
**Towers II: The Plight of the Stargazer Review by Mark Stephen Smith
There are several reviews on the way by the above mentioned people as
well as some by myself. This section is now growing well now and Nick
Peers from ST Format recently expressed his interest in writing some
reviews also. Again if you feel you would like to submit reviews for
inclusion then please write to me. Please note these pages don't
include Lynx and Jaguar Reviews, as they are contained within their
own pages
                        ****

                        News and Announcements Page
                        ~~~~ ~~~ ~~~~~~~~~~~~~ ~~~~
Latest Atari news, and announcements from the Atari World. Currently
contains the following:

**The Nordvic Atari Show 1995 Announcement
**Fried Bits Coding Convention III Results
**Freedom Fileselector Announcement
**Substation News
- Nova Graphics Board Announcement
- Sozobon C Announcement
- FTP site Announcement
- Fried Bits Eastern Coding Convention 3 Announcement
- Portfolio Club Announcement

- Towers II release Announcement
- Universal Virus Killer Book Announcement

****

**Games Tips, Cheats and Solutions
~~~~~ ~~~~ ~~~~~~ ~~~ ~~~~~~~~~
This is a new section introduced to help the Atarigaming community.
It covers all Atari formats but is currently divided into the following
areas:

Atari Computers
~~~~~ ~~~~~~~~~
Tips and cheats for all Atari computers. Cheats included are:
**Robinsons Requiems Tips

Atari Jaguar Console
~~~~~ ~~~~~~ ~~~~~~~
Tips and cheats for the Jaguar. Cheats included are:
**Iron Soldier All Weapons and Levels Available Cheat
**Iron Soldier Unlimited Ammo Cheat

Atari Lynx Console
~~~~~ ~~~~ ~~~~~~~
Tips and cheats for the Lynx. This section is currently empty.
Submission of game tips, cheats and solutions for any Atari format are
welcomed and should be mailed to me.

****

Updates and Information on these Web Pages
~~~~~~~ ~~~ ~~~~~~~~~~~ ~~ ~~~~~ ~~~ ~~~~~
All updates and news on the Atari Web pages goes in here. Previews of
what's to come soon are included and new items or updates to the pages
are listed according to date with the most recent being first. Most
updates contain links to the new material for instant access. Other
things to be found in here are the number of accesses to the Atari pages.
At the moment this is not supported.

****

This now concludes the Miscellaneous section. Now onto the Other Pages.
These pages are specific to a particular machine, or collection of
machines. These are going to go through some major changes and you can
expect a fair number of changes to be made to these in the next month or
so.

****

Falcon Page
~~~~~~ ~~~~
This will contain information and files relevant to the Atari Falcon,
currently this page is divided into the following areas:

News and Previews
~~~~ ~~~ ~~~~~~~~
In here expect to see any news or previews that come my way, whether
they be small descriptions or full features with pictures. At the
moment there is:
- Pinball Dreams and Llama Zap News.

- Apex News. This contains some information I got on Apex Media for
  the Falcon when I spoke to Douglas Little on the phone a few weeks
  back. Not very detailed unfortunately, but I'm waiting on my copy of
  Apex to give a full review so expect that to be rectified soon.
- Dextrous News. Small description of some of the features of Dextrous
  with a picture. Only at an early stage of development, if I hear more
  it will go in here.
- Towers II : Plight of the Stargazer. Pictures and description of this
  great looking Falcon-only sequel to Towers. Expect the demo soon.
- Towers II : Plight of the Stargazer Update! The latest news on
  developments.
HENSA Atari Falcon letters are no longer duplicated and held in this area.
Instead there is now a link from this page to the HENSA Atari Falcon
Newsletter page.

                                Misc
                                ~~~~
Miscellaneous information on the Falcon, including:
- Falcon Demo FAQ.  List of Demos for the Falcon, including some form of
  information on each.
- Compatibility list of games with Falcon.
- Compatibility list of applications with Falcon.
- Falcon Specifications and Information compiled by Rod McCall.
**Falcon Owners List by Rod McCall
**Falcon Developers List by Rod McCall
**Falcon BBS List


                            New Software
                            ~~~ ~~~~~~~~~
The latest Falcon/enhanced software available for download.  Major
revisions to be done with updates here.  All files now list there size
so you can see how large they are before downloading.  At the moment the
following software is included, with more to come:

**3 Demos each under 96K from the Fried Bits III Convention
- Apex Media Demo (Demo version of the animation and art package for
  the Falcon) - Towers II (Shareware game)
- Super Bomber Man (freeware)
- Play MPEG v0.70 by M.D.Griffths (shareware)
- Speed of Light v3.8 (shareware picture viewer)
- Scape a planetary landscape generator.
- Digital Tracker demo of commercial version.
- Obsession 1 level demo.
- FOG issue8  disk magazine for Falcon.


                     Other software worth having
                     ~~~~~ ~~~~~~~~~ ~~~~~ ~~~~~~
Software worth using on the Falcon.
- Backward v2.52.  For compatibility with the ST.  Please send any
  versions which are newer than this.
- MultiBlow.  Configurable overscan utility.
- Starball.  Excellent pinball game (Falcon enhanced).
- Berzerk.  Excellent version of Berzerk (Faster on Falcon).
- FOG issue 7 disk magazine for Falcon.
- FOG issue 6 disk magazine for Falcon.


                    ***************************

                    Atari ST/STE/TT/Mega STE Page
                    ~~~~~ ~~~~~~~~~~~~~~~~~~ ~~~~

This will contain information and files relevant to all the above
mentioned Atari formats, currently this page is divided into the
following areas:

## News
~~~~

In here expect to see any news or previews that come my way, whether
they are small descriptions or full features with pictures. At the
moment there is:

HENSA Atari TOS letters are no longer duplicated and held in this area.
Instead there is now a link from this page to the HENSA Atari TOS
Newsletter page.

New Software
~~~ ~~~~~~~~

The latest (most recent versions) software available for download.
Major revisions to be done with updates. All files now list their size
so you can see how large they are before downloading. At the moment
the following software is included, with lots more to come:

- Speed of Light v3.8 (shareware picture viewer).
- ST Zip v2.6. Latest version of ST Zip.
- Obsession demo. 1 level of this great pinball game.

Other Software worth having
~~~~~ ~~~~~~~~ ~~~~~ ~~~~~~

Software worth having on the Atari.
- Utopus. Two player shootem' up (STE only).
- Ozone. Good platform/puzzler.
- Starball. Excellent pinball game.
- Berzerk. Excellent version of Berzerk.

****

Lynx Page
~~~~ ~~~~

All the latest news and reviews on the lynx, along with cheats, etc.
This page is divided in to the following areas:

News
~~~~

News on the Lynx and related material. At the moment there is:
- Lynx Summer Steal Deal Extended to the Fall. News of price reductions
  for a limited period.

Reviews
~~~~~~~

Reviews for just about every Lynx game ever released will appear in
here. All reviews are by Robert Jung. At the moment the following
reviews are included:

APB	Awesome Golf	Baseball Heroes
Batman Returns	Basket Brawl	Bill and Ted's
BlockOut	BattleWheels	Blue Lightning
California Games	Checkered Flag	Chip's Challenge
Crystal Mines II	Dino Olympics	Dirty Larry:Renegade Cop
Dracula the Undead	Double Dragon	Desert Strike
Electro Cop	European Soccer Chal.	Ultimate Chess Chal.

```
  Gauntlet:3rd Encounter  Gordo 106            Hard Driven'
  Hockey                  Hydra                Ishido : Way of Stones
  Jimmy Conners' Tennis   Joust                Klax
  Kungfood                Lemmings             Lynx Casino
  Malibu Bikini Volleyball                     Ms.Pac-Man
  NFL Football                                 Ninja Gaiden
  Ninja Gaiden III : The Ancient Shop of Doom
```

                          Other Lynx Stuff
                          ~~~~~ ~~~~ ~~~~~
Other items of interest to Lynx owners. At the moment there is the
following:

                            U Lynx FAQ
- Lynx Tips and Tricks

                    New Software Announcement
                    ~~~ ~~~~~~~~ ~~~~~~~~~~~~~
~Currently empty.

                  ****

                          Jaguar Page
                          ~~~~~~ ~~~~
All the latest news and reviews on the lynx, along with cheats, etc.
This page is divided in to the following areas:

                        News and Previews
                        ~~~~ ~~~ ~~~~~~~~
All the latest news and preview information I can find related to the
Jaguar.
**Baldies CD Jaguar News
- ECTS News
- Hyper Image page linked to (Makers of Jaguar game Hover Hunter).
- Jaguar CD Specifications
- Rebellion Development News
- Sinister Developments News
- Sensible Soccer News
  Coming Soon!
- Hand Made Software News

                            Reviews
                            ~~~~~~~
A collection of reviews from different sources, hopefully I will be
contributing more to this section myself. This page has been
re-formatted thanks to Holger Kipp. Reviews so far include:

        Aliens vs Predator   - by Eric S.Boltz
        Aliens vs Predator   - by Robert Jung
        Brutal Sports Football   - by Randy
        Bubsy Bobcat (in Fractured Furry Tales) - by Robert Jung
        Checkered Flag   - by Robert Jung
**   Checkered Flag   - by Eric S. Boltz
**   Checkered Flag   - by Tom Georgoulias
        Cannon Fodder   - by Holger Kipp
        Cybermorph   - by Robert Jung
        Doom   - by Robert Jung
        Dragon: The Bruce Lee Story   - by ?????
**   Dragon: The Bruce Lee Story   - by Joe Cataudella
**   Hover Strike   - by Jeremy Haines

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**      Hover Strike                              - by Larry Tipton
**      Hover Strike                              - by Scott R. Marrison
**      Hover Strike                              - by Andrew S. Wheat
**      Hover Strike                              - by Robert Jung
**      Hover Strike (Comments)                   - by Dr. Moze (Steve
Marsh)
**      Hover Strike (Comments)                   - by Kevin Haley
**      Hover Strike (Comments)                   - by Robert Jung
**      Hover Strike (Comments)                   - by Jonathan J. Hunt
**      Hover Strike (Comments)                   - by Sal Manfredonia
**      Hover Strike (Comments)                   - by Sal Manfredonia
        Iron Soldier                              - by Robert Jung
        Iron Soldier                              - by Holger Kipp
        Raiden                                    - by Robert Jung
        Syndicate                                 - by Holger Kipp
        Tempest 2000                              - by Robert Jung
        Theme Park                                - by Holger Kipp
        Theme Park                                - by Robert Jung
        Trevor McFur in Crescent Galaxy           - Jer Howitz
        Val d'Isere Skiing and Snowboarding       - by Robert Jung
        Wolfenstein 3D                            - by Robert Jung
        Wolfenstein 3D                            - by ?????
```

There are many more reviews to come.

                        Other Jaguar Stuff
                        ~~~~~ ~~~~~~ ~~~~~
Miscellaneous information on the Jaguar. Information included
presently is:

                          U Jaguar FAQ
- Raiden Tips
- Jaguar Game Cheats
- Kasumi Ninja FAQ
- Ultra Vortex FAQ update for Jaguar
- 50/60 Hz, games adjusting to resolutions list
- Jaguar Game Cheats
- More Raiden Tips
- Kasumi Ninja Moves List
**Secret Level Codes for Hover Strike on the Jaguar
**Small trick for Hover Strike on the Jaguar
**Zool 2 cheat for the Jaguar
**Promotional Video for Jaguar

                        Other Jaguar Pages
                        ~~~~~ ~~~~~~ ~~~~~
Other pages specific to the Jaguar included in here. Currently there
is:
- Atari Jaguar Homepage by Christian Svensson

There are others that will be included, some containing more recent
news, but the one above is the most organised and intuitive one I've
came across.

                ****

                8 Bit Atari Page by Ivo van Poorten
                ~ ~~~ ~~~~~ ~~~~ ~~ ~~~ ~~~ ~~~~~~~
Not maintained by me these pages cover the 8 bit formats of Atari
machines and are very comprehensive. Nearly everything you could hope

to find is contained within these pages.

<center>***************************</center>

<center>What to expect in the future</center>
<center>~~~~ ~~ ~~~~~~ ~~ ~~~ ~~~~~~</center>

Some structural changes are likely to appear in the next months. I have
introduced an announcements page where you can tell the World of
anything you have to announce. Please send news of updates to your
programs, Atari stuff for sale, and any other Atari announcements here
(NOTE : Commercial companies should send information on products to be
included in here and in the news sections).

This month saw the introduction of the games Cheats, Tips and Solutions
area. Currently this is fairly empty but will grow, your support would
be welcome. This section covers all Atari formats including the 8 bit
machines and consoles.

It is currently split into Atari computers, the Jaguar and the Lynx
areas. In the near future I will be adding a Portfolio section to cover
the portable computer by Atari called the Portfolio. This area will be
supported by Jan Sedlak of the Portfolio club. There is an outside
possibility of starting a programmers and/or MIDI section in these
pages but this is as yet undecided. I will judge whether or not to do
this based on the kind of response I have. I do not want to repeat any
of the good work done in these fields however by other Web page writers
such as Christer Gustavsson (Where is the response for these pages?)
More support is needed for the questions and answers pages, although
initially successful people just stopped posting their questions.
Although the odd one is still coming and answers are still forthcoming.
Please support this, it is of benefit to anyone who uses it.

The Jaguar section should have a lot more news, pictures and reviews in
the future. I have tracked down a fair bit of news and am in contact
with a few companies now and hope to get news from them on their products.
Both the ST and Falcon sections should contain much more news in the
future, along with more of the best PD/Shareware, and PD/Shareware
reviews. I should have several demos hopefully in the near future for
games coming out on these formats. The Lynx section is to continue to
get reviews and I will update the news as and when I get it. Sorry
about the lack of updates recently, more to come. Expect more links to
Atari related pages in the future. There will be more newsletters,
documents, and updates to the FAQ's. Expect further reviews from Andy
and Frank, along with myself (watch out for the Speed of Light review).
Hopefully I can include more screenshots, and do a few program tutorials.
Nick Peers of ST Format and Holger Kipp have offered to support these
pages with contributions in the future.

Please write with your ideas, criticisms, comments, submissions (software,
news, reviews, questions, etc),to me and don't forget that I am now
the official maintainer of the Atari FTP list originally by Hallvard
Tangeraas. All updates to this list should now be sent to me.

Thank you and see you with the updates to these pages next month!

```
    ++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
    + Mark Stephen Smith  m:sh@dl.ac.uk or dlms@nessie.mcc.ac.uk +
    + Atari Web Pages     : http://www.mcc.ac.uk/~dlms/atari.html +
+================================================================+
  + Atari FTP List maintainer, Atari Web Page creator and maintainer. +
```

> STR NewsPlus
  """""""""""""

-/- Computer Developer Dead at 91 -/-

    John V. Atanasoff, the man who waited more than 30 years to receive
credit for developing the first electronic computer, has died of a
stroke at 91.

    Reporting from Monrovia, Md., The Associated Press notes Atanasoff
conceived of the idea for a computer while a professor at Iowa State
University, and his prototype was completed in 1939.

    "His machine was the first to use the binary system in electronic
computing," AP observes. "It used vacuum tubes and could solve equations
containing 29 variables. But his work was overshadowed by the Electronic
Numerical Integrator and Computer, or ENIAC, which was credited as the
first computer. ENIAC was built by John W. Mauchly and J. Presper
Eckert Jr. in Philadelphia in 1945. Mauchly had visited Atanasoff in
1941 and examined his computer."

    A federal judge voided Sperry Rand's patent on the ENIAC in 1973,
saying it had been derived from Atanasoff's invention.

    The Smithsonian Institution exhibited Atanasoff's work in 1989, and
President Bush gave him the National Medal of Technology in 1990.

    As reported earlier, Eckert died just last week at 76, after a long
battle with cancer.

-/- Ruling Won't Help Online Probe -/-

    Analysts say Microsoft Corp.'s appeals court victory yesterday in its
antitrust case probably won't mean the software giant will have an easier
time getting its planned online network by Justice Department scrutiny.

    However, says Dow Jones reporter Mark Boslet, "Overall, the company's
relationship with the department might be slightly more benign."
As noted, Microsoft plans to bundle its new online Microsoft Network
with its Windows 95 operating system that rolls out this summer.

    Analyst Rick G. Sherlund of Goldman Sachs & Co. says the bundling
issue and the consent decree approved yesterday remain independent
issues, thought the ruling "takes the edge off of the Justice
Department's need to talk and act tough."

    And, says analyst Ben Z. Rose of Hancock Institutional Equity
Services, the appeals decision could signal a change in the antitrust
environment between the department and the company.

    Boslet comments, "Following the announcement of the consent decree

last year, the public perception has been that the government didn't extract enough concessions in its attempt to rein in Microsoft's pricing practices with computer makers. But while industry observers agreed that the appeals court approval would take the justice department out of the line of public fire, they agreed that the department would remain a vigilant watch dog."

Furman Selz Inc. analyst Terence M. Quinn told the wire service that because the department lost face with the consent decree, it's likely to be tough, perhaps tougher, with Microsoft as it probes the bundling plan.

He added that the decision to challenge Microsoft's purchase of Intuit Inc. with a lawsuit is an example of the department's resolve. As reported earlier, after the suit was filed, Microsoft dropped its proposed buyout.

Meanwhile, Associated Press writer Laurie Asseo notes U.S. District Judge Stanley Sporkin, who originally rejected the government's antitrust settlement with Microsoft, came under harsh criticism in yesterday's ruling by the appeals court, which said it was "deeply troubled" and "distressed" by his handling of the case.

Saying the settlement must be approved, the appeals panel took the highly unusual step of ordering the case assigned to a different judge. Sporkin declined comment in a brief telephone interview with AP, saying he had not finished reading the opinion.

Asseo says the appellate judges criticized Sporkin for relying on information he read in a book about Microsoft and for allowing a group of computer companies to challenge the settlement anonymously.

The three-judge panel of the U.S. Court of Appeals for the District of Columbia Circuit write, "The district judge's reliance on that book contaminated the entire ... review.... The book's allegations are, of course, not evidence on which a judge is entitled to rely."

(The book Sporkin cited, "Hard Drive: Bill Gates and the Making of the Microsoft Empire," was written by James Wallace and Jim Erickson, who reported it originally for the Seattle Post-Intelligencer.)

Also, the court said, "We note that the district judge made several comments during the proceedings which evidenced his distrust of Microsoft's lawyers and his generally poor view of Microsoft's practices." Those actions would cause a reasonable person "to question whether Judge Sporkin would have difficulty putting his previous views and findings aside" in further proceedings on the case, it added.

-/- Microsoft Network Probe Expands -/-

The probe by the U.S. Justice Department of Microsoft Corp.'s plans for its new Microsoft Network online service reportedly has been expanded, with federal subpoenas now issued to publishers, broadcasters and others intent on supplying data for the service.

The New York Times, noting Microsoft intends to bundle access software for the system as part of its new Windows 95 operating system to go on sale in August, writes this morning that the Justice Department is looking into whether this type of packaging gives

Microsoft an unfair advantage over its online rivals.

As reported previously, the Justice Department two weeks ago
subpoenaed information from Microsoft competitors, including CompuServe,
America Online and Prodigy.

The Associated Press says the Justice Department now reportedly
is asking information suppliers for any documents received after
July 1993, written by either suppliers or by Microsoft, that relate to
estimates of how many people will subscribe to Microsoft Network.

Says AP, "Investigators appear to be looking for evidence
suggesting that Microsoft plans to use its dominance in operating
systems to dominate the online business as well. More than
three-quarters of personal computers run on Microsoft operating
systems."

The Times says one company that received a civilian investigative
demand, which is the equivalent of a subpoena, made a copy of it
available to the paper.

                    -/- Opponents Vow to Fight Porn Law -/-

Opponents say they will go to court on First Amendment grounds if a
Senate-approved measure becomes law making the transfer of sexually
explicit materials over computer networks a criminal offense.

As reported yesterday, the Senate passed by an 84-16 vote an
amendment to its telecommunications reform bill that aims to crack down
on pornography on the Internet and online services.

The provision, which would impose fines of up to $100,000 and prison
terms of up to two years for people who distribute sexually explicit
material over networks, was sponsored by Sens. James Exon (D-Nebraska)
and Dan Coats (R-Indiana).

Jerry Berman, executive director at Washington's Center for
Democracy and Technology (CDT), told Kate Gerwig of Interactive Age that
if the measure ultimately is approved by Congress and signed by the
president, the issue "absolutely" would end up in court.

"The problem with a court battle," Gerwig writes, "is that it could
lead to several years of uncertainty over what materials are permissible
to put on the World Wide Web home pages and online services, for
example, Berman said."

As noted, Sen. Patrick Leahy (D-Vermont) proposed an alternative
to the indecency measure, that would have required the Department of
Justice to study ways to deal with electronic distribution of sexually
explicit material.

Berman told Gerwig, "The Senate bill essentially bans adults from
communicating about adult subjects on the Internet. Perhaps most
important is that the action gives second-class rights to electronic
speech over printed material you can buy in a book store or find in a
library."

The House is scheduled to take up its own communications reform bill

after its July 4 recess.

    As reported yesterday, three software makers -- Microsoft Corp.,
Netscape Communications Corp. and Progressive Networks Inc. -- are
proposing, as an alternative to federal regulation, an industry-based
voluntary rating system and electronic filter that would allow parents,
educators and other individuals to block access to sexually explicit
materials.

                  -/- New Means of Smut Control Seen -/-

    Two West Coast congressmen say government, instead of trying to
regulate the flow of smut on computer networks, ought to give users the
technological tools to prevent offending material from coming into
their homes.

    Reps. Christopher Cox, R-California, and Ron Wyden, D-Oregon, have
told Associated Press writer Jeannine Aversa one way to help people
find technology solutions could be to have the government establish a
toll-free 800 number people could call to find out the latest in
commercially available software or hardware.

    Another way, Wyden said, is for the government to set up a referral
service that people could contact to get information on blocking
technologies.

    "The government would refer people to private sector services,"
Aversa writes. "Some software programs already exist that let people
block certain computer communications."

    Noting the unlikely duo (a conservative and a liberal) are taking
an approach quite different than a plan the Senate adopted last week to
keep smut off computer services, Aversa quotes Wyden as saying, "We
want to keep government out of micro-managing the Internet and computer
services. We want to make sure people know where to turn to get the
software and information that will allow them to have more control over
their personal lives."

    AP says Wyden and Cox want to offer their plan as an amendment to a
telecommunications bill that the House is expected to consider next
month.

    "Their plan would not dictate a technological solution, such as
requiring a special computer chip to be installed in computers," Aversa
writes. "They don't want to preclude any technological solutions that
have yet to emerge, and they want people, not government, to select
which technology works best for them, the lawmakers said."

    The Electronic Frontier Foundation and other computer user groups
have not yet seen the plan, but foundation staff counsel Mike Godwin
told the wire service, "I share their focus on the need to empower
individuals and families to make their own content decisions rather
than having them made by Washington."

    As reported, the foundation, the American Civil Liberties Union and
the Clinton administration oppose the Senate's current anti-smut plan
which would ban indecent and obscene communications over the global
computer network Internet and on computer services. People who originate

such messages would be criminally liable, not the online providers.

    However, Cox told AP, "It is hopeless for government to seek to
censor or control such an enormous amount of information." He said as
interprets the Senate bill, it would protect online companies from
liability only if they do not exercise any control over the content of
services, which he termed a "backwards incentive."

    As reported earlier, the Senate passed by an 84-16 vote an amendment
to its telecommunications reform bill that aims to crack down on
pornography on the Internet and online services. And, as noted, opponents
vow to fight in court on First Amendment grounds if a Senate-approved
measure becomes law.

    Wyden labelled the Senate plan a "constitutional glue factory,"
because companies will get stuck, he said, trying to figure out what
they can and cannot do, retarding development of commerce over the
Internet and computer services.

                -/- Ohio Porn Cops Raid BBS -/-

    Twenty-five computers have been taken from a Withamsville, Ohio,
home near Cincinnati by police who say this is part of a continuing
investigation into transmission of computer pornography.

    United Press International says the computers were seized from the
home of Bob Emerson by the Regional Electronics Computer Intelligence
task force from in Hamilton and Clermont counties in Ohio and Kenton
County in neighboring Kentucky.

    "Officers did not make any arrests in the month-long investigation
that was initiated after several citizens complained," UPI says.
"Warrants were also served on four other locations, and computer
hardware and software was seized by RECI officers."

    (RECI was formed by the Hamilton County Sheriff's Office and
officers from the Cincinnati and Kenton County police force also
participated.)

    Says UPI, "Emerson is the owner of The Video Barn, a rental shop
raided several times previously for purveying allegedly pornographic
videotapes. Hamilton County forbids adult shops selling books and
videos said to exceed local community standards, but those the
definition of those standards have never been the subject of a county
referendum."

    The wire service says Emerson also is operates a computer bulletin
board system with 5,000 users and 70,000 downloadable files. Emerson told
The Cincinnati Enquirer newspaper he didn't know whether his hard drive
contains adult material -- "I'm assuming there probably was, but I'm not
sure what they have" -- adding he thought the equipment seizure "was more
politically involved."

                -/- Internet Fantasy Charges Dropped -/-

    Charges were dropped today against Jake Baker, a 21-year-old former

University of Michigan student who published on the Internet a violent fantasy about another Michigan student, using her real name.

In Detroit, Judge Avern Cohn, in dismissing the case, ruled publication of the rape-slaying story would have been better handled as a disciplinary matter by the university.

Associated Press writer Amy Yuhn says Baker, of Boardman, Ohio, was accused of also exchanging electronic mail with an unidentified man in Canada in which the two allegedly discussed carrying out an attack such as the one in his story. The wire service says the charge, transmitting a threat over state lines by e-mail, carries up to five years in prison on conviction.

As reported, prosecutors had contended Baker's fantasies about the woman and the discussion of carrying them out against someone constituted transmitted threats. Defense lawyers said Baker's writings were protected free speech.

In his dismissal order, Judge Cohn wrote, "The government's enthusiastic beginning petered out to a salvage effort once it recognized that the communication which so much alarmed the University of Michigan officials was only a rather savage and tasteless piece of fiction. Why the government became involved in the matter is not really explained in the record."

As noted, Baker was arrested after a university alumnus read the story on the Internet and alerted Michigan officials. He underwent psychological testing while jailed on the charges, while attorneys fought over whether he should be freed on bond.

After Cohn subsequently ordered Baker released on bond, the student returned to Ohio and enrolled in school there, according to family members.

-/- Senate Passes Telecom Reform -/-

The Senate has approved a measure to de-regulate cable television rates and impose new restraints on TV and now the spotlight shifts to the House where an even farther-reaching telecommunications plan is pending.

Associated Press writer Jeannine Aversa noted this morning that both the House and Senate bills "also would let telephone, long-distance and cable companies get into each other's businesses and free the largest electric utilities to provide an array of telecommunications services."

However, she notes, the House bill, approved by the Commerce Committee, goes further toward de-regulation. It could be taken up on the floor for a vote next month. Also, "the House bill would provide fewer price protections for cable customers and it removes far more restrictions contained under existing laws and regulations on the ownership of media companies," AP says.

The Senate bill, passed 81-18, included sweeping provisions that would ban smut on computer services and provisions that would let people block violent and other objectionable programs from their TV screens.

Sen. Larry Pressler (R-South Dakota), the bill's author, told the wire service he doesn't like the computer provisions but predicted "a form of that will survive" a conference committee, expected after the House completes action.

Meanwhile, "with the House more inclined to remove regulations from telecommunications companies than the Senate, it's unclear which form the final bill will take," Aversa writes.

She adds, "The conventional wisdom on Capitol Hill is that Pressler's bill would benefit the nation's powerful Bell companies more, while the House bill, written by Reps. Thomas Bliley (R-Virginia) and Jack Fields (R-Texas), would favor the long-distance companies such as AT&T, MCI and Sprint. Consumer advocates insist neither bill would benefit cable and telephone customers or TV viewers, a contention supporters of the bills reject."

-/- Half of U.S. Teens Have Home PCs -/-

Nearly half of Americans age 11 through 18 use a computer at home and more than one in five log onto an online service or computer bulletin board system through a home unit.

So says a new survey by Chilton Research Services of Radnor, Pa., which also finds that for teens, playing video games is the main attraction of online services, more popular than "chatting" online.

The survey, which, sampled 752 teens nationwide between May 24 and June 1, also found teens generally much more savvy about high-tech products than the general population. For instance, 51 percent had used a CD-ROM player (often at school) and 6 percent have bought a CD ROM title in the past month.

However, TV is still the teens' primary activity for pure entertainment.

Says a statement from Chilton, "Twice as many of those teens who have used online services say watching TV is more fun than going online. For their TV fare, teens prefer sitcoms over other types of programs including music videos."

And most appear optimistic about their technological future.

"Overall," the statement concluded, "American teens have a very positive view of technology and its impact on their future. Most think innovations and advances in technology will help them gain a better lifestyle than their parents."

JAGUAR SECTION
==============

CATnips! BattleSphere! Myst!
Battlestar! Jaguar Feedback!

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 Fun 'N' Games!  And much more!




> From the Editor's Controller  -  Playin' it like it is!
  """"""""""""""""""""""""""""""



     There's so much going on lately that I'm not sure where to begin!
Most of the information that I'd like to relate to you in this week's
editorial will certainly be reported elsewhere in this issue.  However,
I should point out a few things so you're not confused when you come
across them.

     Atari, earlier in the week, hosted a get-together for the print
media, including the online magazines.  Unfortunately, we didn't have a
representative from STReport at this event.  Had it been a week later,
I could have attended - darn!  However, we do have a press kit coming
with a lot of information and video included.  We'll report more about
this event in next week's issue.

     A few things to come out of that event were some game schedule
changes.  We'll have those updates for you next week.  Also, we've
learned that Ultra Vortex has been re-titled (at least tentatively) to
Ultra Vortek.  It appears that one of Atari's competitors already has a
game out called Vortex, so it made sense to disassociate the name from
this other existing title.  Also, Hover Hunter has been re-named as
Phase Zero (Hover Hunter was a working title).  We'll also be adding a
few new titles to the current list, such as Rocky Horror Interactive,
Breakout 2000, Commander Blood, Redemption, and Sudden Impact.

     We haven't forgotten about those of you who have recently
requested that we resume our game tips, hints, and cheats section.
We're still busy compiling a lot of this information to make it easier
to get out to you.  Unfortunately, this requires porting over a lot of
hardcopy information to the computer - it's extremely time-intensive.
We're getting there, so please be patient a little longer.

     Well, even though this isn't our normal Jaguar edition, there's a
TON of news and information this week.  Let's get to it!

     Until next time...


> Jaguar Catalog STR InfoFile  -   What's currently available, what's
  """"""""""""""""""""""""""""       coming out.


    Current Available Titles ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~


    CAT #   TITLE                MSRP       DEVELOPER/PUBLISHER


    J9000  Cybermorph           $59.99        Atari Corp.
    J9006  Evolution:Dino Dudes $29.99        Atari Corp.
    J9005  Raiden               $29.99        FABTEK, Inc/Atari Corp.
    J9001  Trevor McFur/
           Crescent Galaxy      $29.99        Atari Corp.
    J9010  Tempest 2000         $59.95        Llamasoft/Atari Corp.
    J9028  Wolfenstein 3D       $69.95        id/Atari Corp.
    JA100  Brutal Sports FtBall $69.95        Telegames
    J9008  Alien vs. Predator   $69.99        Rebellion/Atari Corp.
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J9029  Doom                 $69.99          id/Atari Corp.
J9036  Dragon: Bruce Lee    $39.99          Atari Corp.
J9003  Club Drive           $59.99          Atari Corp.
J9007  Checkered Flag       $39.99          Atari Corp.
J9012  Kasumi Ninja         $69.99          Atari Corp.
J9042  Zool 2               $59.99          Atari Corp
J9020  Bubsy                $49.99          Atari Corp
J9026  Iron Soldier         $59.99          Atari Corp
J9060  Val D'Isere Skiing   $59.99          Atari Corp.
       Cannon Fodder        $69.99          Virgin/C-West
       Syndicate            $69.99          Ocean
       Troy Aikman Ftball   $69.99          Williams
       Theme Park           $69.99          Ocean
       Sensible Soccer                      Telegames
       Double Dragon V      $59.99          Williams
J9009E Hover Strike         $59.99          Atari Corp.
J0144E Pinball Fantasies    $59.99          C-West


Available Soon ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

CAT #   TITLE               MSRP            DEVELOPER/PUBLISHER

        Super Burnout       TBD                 Atari
        Air Cars            TBD         MidNite Entertainment
        Fight For Life      TBD                 Atari
        Flashback           TBD               U.S. Gold
        Power Drive Rally   TBD                  TWI
        Rayman              TBD               UBI Soft
        Ultra Vortex        TBD                 Atari
        White Men Can't Jump TBD                Atari
        Jaguar CD-ROM       $149.99             Atari

Hardware and Peripherals ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

CAT #   TITLE               MSRP            MANUFACTURER

J8001  Jaguar (complete)    $189.99         Atari Corp.
J8001  Jaguar (no cart)     $159.99         Atari Corp.
J8904  Composite Cable      $19.95
J8901  Controller/Joypad    $24.95          Atari Corp.
J8905  S-Video Cable        $19.95
       CatBox               $69.95              ICD
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>Jaguar Online STR InfoFile   Online Users Growl & Purr!
 """"""""""""""""""""""""""""

        CATnips... Jaguar tidbits from Don Thomas (95.06.15)
        """

A lot of people have been asking me about the status of the AEO/E3
video shipments. I understand they're wrapping and packing them day
and night. In the last CATnips, I included some early feedback from
viewers of the tape... mostly from GEnie. Here's a great one in the
public Jaguar forum on CompuServe:

Jag VR...
The demo of Missile Command 2000 looked pretty slick, and
the helmet did look quite responsive. If they can get rid
of that seasick feel most VR helmets give you, then at
$300 they should have a winner (as long as they get some
software for it, however, there are LOTS of possibilities
for some real kick games.)

White Men Can't Jump...
Looks like a nice street ball game. Nice zooming and
 panning, with a pretty decent framerate. The street talk
was a nice touch, but seemed a bit repetitive. However,
if they pack this with the 4 way adapter at no extra
cost, then I'll definitely pick it up.

Defender 2000...
Even though only Classic and Plus modes were shown,
they're enough to already have me drooling already.
Great pixel- shatter explosions and I love the aurora
effect in the background. Guess I'll have to live with
the windows version of Defender available on the net
until this one comes out, however, it's just not gonna be
as fun! :)

Ultra Vortex...
Looks like a pretty cool fighting game, and I esp like
the characters. And I love that announcers voice!
Straight from, er, heck! My only complaint is I wish
some of the animation was a bit smoother, but I'm still
gonna pick this one up (been waiting for it for a while)

Battlesphere...
Great looking game with a great sense of humor. Some of
those ships were hilarious, esp with the animations. I'd
reveal some of them, but I think I'll hold off so that
those who haven't seen the video yet can still be
surprised. I know I was! :) Suffice it to say, the ships
look great, the game looks well thought out, and the
explosions are pretty cool (what more can you ask for?)
This game looks real smooth and should be a real winner.
On my "Must Buy" list. (Oh, that one ship looked A LOT
like a Star Fury from Babylon 5. Hmmm...)

Hover Hunter...
This game looks real good, esp if they can put it on a 2
meg cart! Imagine what they could do on a CD. Yikes! It
looks a lot like Comanche on the PC, and I was impressed
with Hyper Image's support for items like the Catbox,
Jaglink and even the VR helmet. If they can put in
support for the VR helmet, I'll definitely get this game.
(And for those who've seen the interview with the HI

crew, I think we all need to buy this game, if only so
    those poor guys can get some shoes! :)

    Other Possibilities...
    Other games that show potential and I may end up getting:

    Soulstar (Only some FMV was shown, but I have high hopes
    for Core Design), Fight for Life (I'll wait till it's
    done to post a verdict on this one), Skyhammer (little
    smoother scrolling on this one would be nice, but still
    showed potential. That 1994 date on it has me wondering
    what it looks like now), Power Drive Rally (Like the
    little touches, like skid marks on the road), Thea Realm
    Fighters (Some smoother character animations, and this
    could be a winner), Primal Rage (Looked like it was
    lacking in the color department, but I'm assuming that's
    not a final version <g>), Brett Hull Hockey (Some more
    polishing and this could be a winner. Like polish up that
    rink, looks a little shabby. And how about changing camera
    perspectives during the game?) Battlemorph (I wasn't a
    big Cybermorph fan, but this looks a lot nicer. One
    complaint I had from Cybermorph that's been addressed is
    that the planets now have skies and landscapes in the
    distance, which I think adds a lot of atmosphere. Now if
    only everything would bank when you turn. That would help
    add more to the illusion of movement, etc.) and
    Deathmatch (Could be a decent platformer, but that's not
    my area of expertise)
     ...

    My favorite non-game "thrill"...
    Getting to see what some of these net people look like,
    from Sven to Jeff Minter. And where were you, Don?
    Don't tell me you're shy in front of a camera! <g>
     ...

    And that's my take on things. Sorry it's so long, but my
    fingers just wouldn't stop typing! (Just be glad I
    didn't type everything I wanted too! <g>)

    Later!

    BY

Remember, the AEO/E3 tape is available now. If you want a great way to
preview great new Jaguar games, get this video. For more info, contact
AEO through the Internet:

                   AEO.MAG@genie.com

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Another reminder, the next issue of Atari Explorer Online (AEO) will
include a reprint of the "Pinball Fantasies" review from their January
issue (and some great stuff on "Super Burnout"). A lot of people are
bragging about their copies and it's a good time to see reviews since
that game has just been released. Look for issue number 11.23 of
STReport for their "Pinball Fantasies" review.

       +-+

One of the Atari Product Managers tells me I can now confirm "Super Burnout" IS in production. (It has been for a couple weeks) Look for it soon or place pre-orders with your retailer now. "Super Burnout" is an arcade favorite and the Jaguar version is extremely faithful to the arcade feel INCLUDING the fun factor Atari is known for!

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Ms. Kristine Chambers also tells me that "Defender 2000" has just been "promoted" to cart format. I say "promoted" because "Defender 2000" lends itself to a plug 'n play format in my opinion. When you have the urge to play, you're going to want to play! It's clear that a lot of CD titles are coming together as they are now planned and there's no reason to steal the cartridge appeal of the classic remake away.

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Atari collectors and Jaguar gamers may like to look for page 133 of the July issue of GamePro magazine. Crave Division: Rockabilla, Inc. is offering a new variety of licensed Atari Jaguar T-Shirts including one that features "Hover Strike", "Tempest 2000", "Iron Soldier" and the Jaguar eyes. Each shirt is just $16.95 each and they sell Jaguar hardware and software too. For a free catalog or to order, call 612/942-9920. These T-shirts are 3rd party and not available direct from Atari.

+-+

I don't often include news concerning competitors, since people on my distribution list are most interested in Jaguar specific information. Sometimes there's reason for exception. Please note, that although I am employed by Atari, any commentaries are my own and do not reflect the point of view of Atari Corporation.

On June 13, Golin/Harris, Nintendo's PR Firm, issued a press release announcing Nintendo's intention to drop participation in the Winter Consumer Electronics Show (CES). The major significance of this is the gaming industry trend toward dedicated shows such as the Electronic Entertainment Expo (E3) and away from CES. This new announcement from Nintendo comes within mere weeks of Nintendo's announced delay of Ultra 64.

Trade shows are significant within the industry because it's a major thrust behind putting products on store shelves. It's an opportunity to lure the buyers of the major chain stores. Nintendo's announcement which they say, "cements industry support for single yearly show", will be a major sacrifice for them because it will eradicate an early 1996 opportunity to show off any progress they may have made on their Ultra 64 system.

Meanwhile, a recent article in the Wall Street Journal reveals Trip Hawkins' efforts to sell 3DO/M2 technology to a broader range of potential buyers. According to the article, Sega is targeted with proposals and analysts theorize that is because "(Sega) needs help with its technology."

Mr. Jim Carlton, author of the article, points out that 3DO's "cumulative net loss is $113 million since it was founded in 1993."

Gamers may recall that Sega of America scrambled to get the Saturn out earlier than originally announced in time to show for E3 as an effort to douse some of the impact of Atari's VR and Sony's Playstation. Backstage, Sega is literally giving away Sega CD systems to users in manufacturer-direct promotions in hopes of increasing the installed base of 16-bit CD users.

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A lot of people want to know where the best online support sites are. Here is a summary and in no particular order:

 CATscan BBS
    Dial 209/239-1552 * 24 hrs. 14.4 Free/except LD charges

 Toad Hall BBS
    Dial 617/567-8642 * 24 hrs. 2400 Free/except LD charges
         617/569-2489 * 24 hrs. 9600 Free/except LD charges

 Cleveland Free-Net Atari SIG
    Dial 216/368-3888 * 24 hrs. 300/1200/2400+ baud
    Internet: telnet freenet-in-a.cwru.edu or 129.22.8.32
              type "go lynx" or "go jaguar" from any menu

 STAR*LINX BBS Lynx / Jaguar / ST / STe / TT / Falcon030
    Dial 602/464-4817 * 24 hrs. 14.4 over 500 megs online

 CompuServe Online Service (GO JAGUAR) [subscriber service]
    Dial 800/848-8199 (voice) Ask for op #198 for more info.

 GEnie (JAGUAR) [subscriber service]
    Dial 800/638-9636 (voice) for sign-up information.

 Delphi [subscriber service]

    Dial 800/544-4005 (voice) for sign-up information.

 Also interactive areas on America Online and Prodigy

 *** WORLD WIDE WEB and INTERNET SITES ***
 *
 * The following includes sites that may not be Jaguar
 * specific, but caters to Atari gamers and/or computer
 * users. Internet access and appropriate software required.
 * Sites have not been cross individually checked.
 *
 * Unofficial Atari Jaguar Home Page by Christian Svensson
 *   www.bucknell.edu/~svensson
 * Yak's Zoo (Jeff Minter's Fun Farm)
 *   hyrax.med.uth.tmc.edu/misc/zoo/zoo.html
 * Toad Computers (retail and information site)
 *   www.charm.net/~toad/
 * Jaguar Directory
 *   akh104.rh.psu.edu/pub/Jaguar/
 * Atari Jaguar 64-Bit Game Machine Stuff
 *   wwwz.ecst.csuchico.edu/~jschlich/Jaguar/Jaguar.html
 * Index of/~jschlich/Jaguar/
 *   www.ecst.csuchico.edu:80/~jschlich/Jaguar/
 * ST Format Page
 *   www.futurenet.co.uk/computing/stformat.html

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 *   CAIN Page
 *     ace.cs.ohio.edu/personal/mleir/cain.html
 *   Cybercube WWW Page
 *     www.interlog.com:80/~cyrel/
 *   Atari Home Page by Martijn Dekker
 *     www.fwi.uva.hl/~mdekker/atari.html
 *   Steve's Atari WWW Pages
 *     www.wmin.ac.uk/~richara/suitaref.htm
 *   Atari Page by Dirk Klemmt
 *     www.uni-frankfurt.de/~klemmt/atari.html
 *   Atari Users List
 *     www.dtek.chalmers.se:80/~d4reine/atari.html
 *   Eero Tamminen's Atari Pages
 *     proffa.cc.tut.fi%7Et150315/atari.html
 *   CNAM Atari Pages
 *     web.cnam.fr/comp/atari/accueil.html
 *   Simon Gornall's Atari Pages
 *     www.ph.kcl.ac.uk/~sig/home.html
 *   Atari Page by Robert Krenn
 *     tpx5.htb.se:8000/~d93rkr/atari.html
 *   Atari Ghostwriter
 *     godel.ph.utexas.edu/members/timg/gs/gs.html
 *   Julian's Atari Page
 *     aire.ncl.ac.uk:80/Atari/index.html
 *   Atari Page by Frank Post
 *     www.gm.fh-koeln.de/~iss009/sonstiges/atari.html
 *   Atari Lynx Page
 *     math.ohio-state.edu:80/~harmon/lynx/
 *   Lynx Pages
 *     www.mcs.usu.edu/~kuito/lynx/
 *   Volker Burggraf Atari Pages
 *     www.hrz.uni-oldenburg.de/~burggrae/
 *   Martin's Atari Page
 *     www.dur.ac.uk/~d408x2/
 *   ZFC's Atari Page
 *     www.nl.net/~zfc/Atari/index.html
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          CATnips.... Jaguar tidbits from Don Thomas (95.06.21)
          """

On June 20, 1995 (yesterday as I write this), Atari Corporation hosted
an all day "Fun 'N' Games" event for select gaming industry press
members. Valued online publication representatives were invited as well
as the hard copy gaming magazines. After all the RSVPs were narrowed
down, about two dozen hard core gaming reporters were hosted to an
entire day of news, previews, and interviews. Events included
structured, one-on-one, face-to-face, closed-door, candid interviews
with Atari's most experienced programmers, producers and testers.
Guests were given opportunities to take their own exclusive photographs
and screen captures. Every visitor was provided an extensive press
package with E3 releases as well as brand new material. Nagging
questions were answered and undoubtedly new ones were created. When
the festivities wound down at the end of the business day, Atari
escorted the dazed bunch to Great America amusement park for the rest
of the evening and in through the night. (Paramount's Great America,
located in Santa Clara, California is the one used in Beverly Hills

Cop III. No, Eddie couldn't make it.)

(Regrettably, my son fell ill yesterday with some 24-hour stomach flu so I was unable to do much more than work from home. Consequently, I found myself playing catch up with everyone in the office today to see how it went.)

Look for wrap-ups in upcoming issues of your favorite online Jaguar publication. In the meantime, I thought I would share a couple of documents that were a part of the press kit handed out. There were a lot more materials issued to the guests; some were reprints of E3 materials found in past CATnips distributions.

        =+===+=

FOR IMMEDIATE RELEASE

 CONTACT: Jessica Nagel or Tom Tanno
          Dorf & Stanton Communications, Inc.,
          (310) 479-4997 or (800) 444-6663

     ATARI PRESENTS NEW SOFTWARE TITLES AT "FUN 'N' GAMES" MEDIA DAY

SUNNYVALE, CA (JUNE 20, 1995)-Numerous new titles for the Jaguar system and Jaguar CD were previewed at the "Fun 'N' Games" media event at Atari Corporation headquarters today. Hands-on previews and demonstrations were conducted by game producers and developers. In addition, the event highlighted marketing strategy, technology developments, and a presentation of peripherals including Jaguar VR.

Atari Corporation continues its Jaguar software library expansion, approaching 100 titles for its 64-bit Jaguar entertainment system by the end of the year. "We will have every kind of game that players want, from the best developers and publishers in the world," comments Atari President Sam Tramiel.

The titles demonstrated at "Fun 'N' Games" include:

                    =*= Blue Lightning (CD) =*=

Gamers pilot a chosen plane from a squadron of United Nations operatives as they fight to stop General Drako, the UN member turned terrorist. Players design flight plans and use their quick maneuvering skills to destroy key enemy locations and bases. Players also protect cargo planes and other UN planes transporting important government officials.

             =*= Hover Hunter (working title) (cart) =*=

The age of limitless resources and vast armies is over. The battlefield now belongs to the elite; those with the speed, firepower, reflexes and intelligence to get the job done fast and done right. As pilot of a high-speed attack hovercraft, gamers man the most powerful tool utilized in this struggle for complete global domination.

                  =*= White Men Can't Jump (cart) =*=

Trash talk runs rampant on this in-your-face, two-on-two, blacktop
basketball shoot-out. Automatic camera control zooms in and swings
around to catch all the action in this fast-paced, hard playing new
sports game for the 64-bit Jaguar.

White Men Can't Jump will be released bundled with the Team Tap, the
multi-player adapter for the Atari Jaguar, a $29.95 value.

=*= FlipOut! (cart) =*=

A puzzle game with an alien twist. Take a tour of the Cheese Planet (or
as the citizens call it, Planet Phromahj) which includes nine different
areas of game play, with multiple games per area, and four difficulty
levels, from normal to psychotic. Whatever you do, watch out for those
mischievous little aliens. Some of them will try to help you (if you can
call it help), but most of them will try to trip you up for the fun of
it. If they weren't so cute, you'd wring their necks.

=*= Highlander (CD) =*=

You are Quentin MacLeod, the hope of mankind. An immortal raised as an
ordinary child, your destiny was unknown until the day slave traders
destroyed your village, kidnapped the Dundees, and killed your mother.
As she died, your mother called you "The Highlander" and urged you to
seek out the stranger who would train you to fulfill your destiny--to
wrestle mankind from the grasp of the evil immortal, Kortan. You must
find this stranger, an immortal named, Ramirez, who will help you gather
the knowledge you need to defeat Kortan. Your first quest is to rescue
the Dundees from Kortan's stronghold.

Highlander includes original dialog from the actors in the animated
series and cinepaked sequences from the animated series as well.

=*= Myst (CD) =*=

Get lost in the worlds of Myst. Use your mind to unlock the secrets of
ages past. What happened to the worlds Atrus created? Is one of his
sons behind the destruction? It's up to you to find out. Take careful
notes. Everything you see or hear, no matter how insignificant, could
be the key to unlocking the mystery.

=*= SuperX (cart) =*=

Supercross enables the player to experience this exhilarating dirt bike
ride and race from a realistic first person bikers perspective. The
track is constructed from texture mapped polygons allowing full
360 degree 3D generation of the course. The game is based around three
main modes: practice, single race, and championship/tournament. The
riders have particular characteristics that affect performance, including
strength, weight, agility and accumulated factors such as injuries and
morale (based on recent from). Put on your helmet.... you're in for
everything from tunnel jumps to triples... get out in front quick and
you'll have everyone freight-training behind you.

=*= Baldies (CD) =*=

Ever want to rule the world? With Baldies, you have the resources but
do you have the strategy and skill? Build your own society complete
with workers, builders, soldiers, and scientists, and use them to
create your own world and conquer the enemy.

Use your scientists to invent creative ways to kill the enemy. Dropping
a skunk into an enemy house to make them run out into a minefield you've
laid is just one way to get rid of them. You can also drown them,
electrocute them, and trap them, to name just a few of their useful ploys.

You are only limited by your own imagination. This game is truly for all
ages. With its advanced AI, it can be a "fishbowl" where you observe the
baldies multiplying and living out their lives or you can interact,
decide to conquer the world and attack the bad guys (those with hair).
There are five areas of game play with literally hundreds of levels,
including secret levels and secret warps to get to other levels.

=*= Robinson's Requiem (CD) =*=

This is the ultimate test of human endurance in an alien world-- a
survival/adventure simulation set in a startlingly realistic virtual
environment the likes of which has never before been seen. You are
imprisoned on an alien planet --Zarathustra-- and your aim is to escape.
If you have to amputate one of your own limbs in order to survive, then
that's what you must do.

To escape, you'll need to use the environment and your cunning, and do
anything necessary to stay alive-- including amputating your own limbs.
Features more than 100 variables in real time; your body temperature,
stress, fatigue, pain, coughs, malaria, poisoning, fractures, gangrene,
hallucinations... Deal with diseases and health hazards and fight off
predators.

This is no outward-bound weekend. Robinson's Requiem will test your
survival skills to the limit. Keep your wits about you Robinson, and
you just might make it.

=*= Charles Barkley Basketball (cart) =*=

Charles Barkley Basketball is an over-the-top, in-your-face two-on-two
basketball game. The player has 20 characters to choose from including
Charles Barkley. There are also two modes: versus and tournament mode.

 In versus mode, pick your players nd go at it. In tournament mode, if
you're good enough, you can even end up endorsing products as your work
your way through the tournament to meet Charles Barkley in the finals to
see who really is the best.

=*= Commander Blood (CD) =*=

Bob Morlock, the oldest being in the universe, is the boss of Kanary
Corp., a gigantic business he founded over two hundred thousand years
ago. All of his millions of employees were built by and for Kanary,
which spends colossal sums of money just to keep Bob alive. Bob has felt
the end approaching so it is time to delve into the meaning of life,

the central truth of existence. Bob has put together an expedition
 through time to the final destination: the Big Bang. The Kanary
Research Corp. scientists have developed an amazing black hole, name
Oddland; a new era in space travel has dawned.

As Commander Blood, you take command of the Ark (the best spaceship
anyplace, anytime), aided by Hank, the onboard bioconsciousness, and
Olga, the onboard translator, with Morlock on board as well. Your job
is to fly through Oddland as often as it takes to get to the Big Bang.
However, black holes aren't just the natural boundary points between
universes, they're also political borders and are heavily guarded by
SCRUT ships. To make your trip a little easier, you have several
identities: frozen meat salesman, roadie for the famous "Migrators"
rock band, etc. Each universe contains not only business and military
vessels, but also a number of planets. You'll need to make friends, do
favors, or get involved in local wars to gather information you will
need. Good luck!

=*= Breakout 2000 (cart) =*=

Breakout 2000 is an update to Atari s classic game, Breakout. As in the
original, the game consists of a paddle, a ball, and a playfield composed
of bricks. The difference in Breakout 2000 is that it changes the
viewpoint by rotating the playfield back into a 3/4 3D perspective. The
objective will still be to get a high score by clearing the playfield of
all removable bricks and not losing your turn by missing the ball.

To make this more difficult, there are bricks that are non-breakable
and some must be hit more than once to be broken. Also there are
power-ups which may give you an extra ball, speed up your ball, slow
down your ball, etc. If you loved the original, you'll love this.

=*= Vid Grid (CD) =*=

Here's a whole new way to "play" music videos. As you watch each video,
the screen is divided into squares that are all mixed up. You have to
unscramble each video while it's playing and before the music ends. You
choose to divide the screen by 3x3, 4x4, 5x5, 6x6 squares, upside down,
to name just a few of the options. Vid Grid features some of your
favorite full-length, uncut videos including Red Hot Chili Peppers,
Peter Gabriel, Aerosmith, Sound Garden and more.

It takes just minutes to learn, but provides hours of challenging
entertainment. (And to make it even better, it will packed-in to the
Jaguar CD player at launch).

=*= Varuna's Forces (CD) =*=

Varuna's Forces is an action strategy game with elements of a
"shoot 'em up". You are in control of a team of four soldiers of the
United Coalition of Planets, Marine Attack Division, nicknamed Varuna's
Forces. The team is equipped with helmet cameras and microphones linked
via radio to your tactical command console. You see, on your common
screen, views from each of your soldier's cameras. Also at your disposal
is an overall view of a plan of the area with your troops' positions

indicated.

Your soldiers have his or her personal characteristics and relationships
with his or her teammates which change over time. Sometimes command
decisions must be made not just upon the physical status of a particular
soldier, but also upon his or her personal attributes. You are given a
number of scenarios from which to choose, however, your objective is
to successfully complete each one. You may need to obtain the release
of hostages, or capture an entire area or base, or capture a particular
piece of equipment.

=*= Battlemorph (CD) =*=

One of the most realistic 3D shooter/explorer games to date, Battlemorph
picks up where Cybermorph left off. This sequel will have more unique
worlds, more elaborate missions, and both underwater regions and
underground tunnels to explore. Players can use the various formations
of the war Griffon to battle into enemy territory, using fighter, tank,
and amphibious forms to gain the edge over enemies.

=*= Fight for Life (cart) =*=

This 3D fighting game is set in hell, with each character striving for
the ultimate prize: the chance to gain redemption and live again.
Players choose one fighter from among eight different characters. They
then battle the remaining characters one-by-one and proceed to the final
showdown with the end boss. As they defeat each opponent, players can
select up to two of each character's five special moves, in effect
creating their own truly unique fighting character.

=*= Space War 2000 (cart) =*=

As a space knight, gamers vie for glory, honor, fame and fortune in
this first-person perspective 3D adventure. With the proceeds from each
successful intergalactic joust, players can procure multiple weapons to
defeat the enemy and have their name cast for eternity in "The High
Score Table".

=*= Ultra Vortek (cart) =*=
[Editor's note: tentative title change]

Players become one of ten eye-popping, bone-crunching warriors of the
underground who battle it out in mind-bending arenas carved from the
living rock, with one goal in mind: Defeat the dreaded Guardian of the
Vortex. This game features a "lock-out" code to limit violence within
gameplay.

=*= Creature Shock (CD) =*=

The remains of the SS Amazon, a space-drifting ship abandoned in 2023,
is the setting for this fully rendered 3D animation Sci-Fi / Adventure
game. In the hopes of finding a new home for the dying planet Earth,
players must kill the deadly, crawling creatures which have inhabited
the ship, before the creatures literally slash and burn them first.
Created by Argonaut, designers of Nintendo's Special FX(tm) Chip.

=*= Demolition Man (CD) =*=

Based on the movie starring Sylvester Stallone and Wesley Snipes, this
title features several different types of gameplay including shooting,
car chasing, tunnel hunting, and hand-to-hand combat. Players will
actually control cinematic-quality live action footage of Stallone as
Demolition Man in this game, which smoothly merges movie and video
footage. Includes footage of Stallone and Snipes filmed specially for
this interactive adventure.

                 =*= Black ICE \ White Noise (CD) =*=

No Respite. No Rails. No Rules.

In Black ICE \ White Noise players take the role of a street-level
cyberpunk in the urban blightscape of New San Francisco, walking a
barbed wire tightrope between the crystalline informational world of
C-Space and the grimy reality of The Street and The Meat. Gameplay
features include point-of-view C-Space hacking, full-motion video
encounters, and digitized video sprites of gangs, crazies, cops,
Corps... and corpses.

Play a good guy who fights the good fight...or a bad girl who left her
heart in San Francisco a long time ago. Ooops--your mission went bad
and you just blew away a cop. Now here come allllll his friends. Make a
note: Better do some creative hacking on that lengthy police record of
yours, after you get out of this alive.

If you get out of this alive...

                    =*= Defender 2000 (cart) =*=

This arcade classic (from the creator of Tempest 2000 for the Jaguar)
will feature autofire for the basic laser; loads of enemies; additional
weapons; bonus rounds; a graphically enhanced ship and enemies;
spectacular explosions; scrolling and warping backdrops; up to four
modes of play (including "CPU assist"); and, of course, great music.

                   =*= Thea Realm Fighters (CD) =*=

As one of 12 digitized fighters, you must defeat all the others before
facing SurRaider, a powerful warrior from another dimension. Four or
more special moves and two "killer" moves will help you win your battles
against hidden SubBosses and 5 secret characters. Defeat up to 21
characters in a single game or SurRaider will conquer the planet and add
Earth to his vast empire.

                   =*= Brett Hull Hockey (cart) =*=

This 3D game offers the player two different perspectives and features
a camera which zooms in and out and moves in all directions to keep up
with the fast paced action. The power, colors, and speed of the Jaguar
and texture mapping will give the gamer a true 3D experience.

=*= Max Force (CD) =*=

This game takes place at the Max Force Virtual Training Facility where
you must be smart, quick, and accurate with over a dozen Nerf weapons in
order to become a member of the elite Max Force Team. While shooting
enemies and targets, collect all four pieces of the Max Force medallion
and destroy the boss in each level. Three dimensional artwork and
first-person perspective with action taking place in a Virtual Reality
Simulator guarantee lots of Nerf fun where no one gets hurt.

                        How Many Bits is Jaguar?
                     (And what does it mean anyway?)

The number of bits used to characterize a computing system is, in
general, a fairly straightforward issue. The candidates for the number
to use are:

  1) The number of bits in the data bus. This is the number of
     bits that can be transferred from one part of the system
     to another at one time.

  2) The number of bits in the ALU (Arithmetic Logic Unit).
     This is the number of bits that can be computed at once.

  3) The number of bits in a data register. This is the number
     of bits that make up a value when stored inside a chip.

The number usually used is the first one, the width of the data bus.
This is because there are bottlenecks in all systems. These need to be
avoided. The transfer of data is a vital aspect of performance and it
has been seen to be an important way to judge overall system performance.

First, a bit of history. The first popular microprocessor was the
Intel 8080. It had an 8-bit data bus (meaning 8 bits of data could be
transferred at one time), an 8-bit ALU (Arithmetic Logic Unit, so it
could compute 8 bits at once), and 8-bit wide registers. There was a
universal agreement that this should be called an "8-bit processor".
Another popular 8-bit processor is the 6502. Like the 8080, the 6502
has an 8-bit data bus, an 8-bit ALU and 8-bit registers. There was also
universal agreement that this should be called an 8-bit processor. The
6502 is the processor used as the computation base of many popular
systems. These include: game systems such as the Atari 2600, 5200, 7800
and the Nintendo Entertainment System (NES), as well as computer systems
such as Atari 400, 800, Commodore VIC-20, C-64 and Apple II. These are
the classic 8-bit machines.

Now the confusion starts. Consider the Intel 8088. The chip has an 8-bit
data bus, a 16-bit ALU and 16-bit registers. Intel called this an 8-bit
processor because it has an 8-bit data bus to distinguish it from the
8086 which is the 16-bit bus version. The 8088 was used in the first
IBM PC and IBM called it 16-bit. This was probably because the Apple II
was 8-bit and IBM wanted to be bigger. In this case, the stretch is not
completely ridiculous because the 8088 is identical to the 8086 except
 for the width of the databus.

Next consider the Motorola 68000. This has h 16-bit data bus, a 16-bit
ALU and 32-bit registers. It is also known as a 16-bit processor. The
68000 was the heart of the original Apple Macintosh. For reasons no

doubt similar to IBM's, Applechose to call the Mac a 32-bit machine (although no one really really believed them).

Intel actually worked a clever way around this problem when the 386 came out. The 386 is a true 32-bit chip with a 32-bit data bus, a 32-bit ALU and 32-bit registers. Intel also produced a version of the 386 that was identical except that it has a 16-bit data bus. Intel called the 32-bit bus version the 386DX and the 16-bit version the 386SX. The performance difference between these two chips demonstrates the validity of the data bus criterion. By the convention, the 8088 and 8086 should be called the 8086SX and 8086DX respectively. The concept of system architecture is quite useful here. The 386 is a 32-bit architecture and the 386SX is a 16-bit implementation of that architecture. Just to add confusion, Intel changed the meaning of DX and SX with the 486. The 486SX is missing an on-chip co-processor.

In the video game arena, things were quite a bit simpler. The Sega Genesis used, as it main processor, the 68000. Either, as a result of a failure of marketing imagination or due to Apple's failure to convince anyone that the original Mac was 32-bit, Sega called the Genesis a 16-bit machine.

The Super Nintendo Entertainment System (SNES) is based on a 65816, a 16-bit version of the 6502. This is also a 16-bit system. Both of these systems use 16-bit graphic chips. This means that the graphics chips in the system are capable of moving data around the system 16-bits at a time. The NEC TurboGraphics 16 is an interesting machine. It used an 8-bit processor but contained 16-bit graphics hardware. This is the first popular example of the bit size of a system not being determined by the central processor, but by other parts of the system. Another example of a 16-bit system containing an 8-bit processor is the Atari Lynx.

To recap the discussion above, there are several different numbers that can be used to classify a computing system. The one that has had the best historical success is the width of the data bus. At present, this is relatively easy to do. Just count the number of wires carrying data. As technology advances, this will become harder since the busses will be on-chip. This means that the actual 46 wires may not be visible on the circuit board, as they are now. The details may change, but the basic principal will remain the same.

Now, how many bits is the Jaguar?

The heart of the Jaguar architecture is a 64-bit data bus.

This allows several of the system components to operate on 64-bits of data simultaneously and pass those results around the same way. These components are:

  =*= Object Processor =*=
      This system element takes an image from DRAM (main
      memory) to draw it on the screen. It reads DRAM 64-bits
      at a time.

  =*= BLiTTER =*=
      This moves data around the system. It is optimized for
      the transfer of graphics data. The BLiTTER is capable of
      64-bit reads and writes.

```
=*= GPU =*=
     This is the true computational heart of the system. It
     is a custom RISC processor, with a 64-bit data bus, a
     32-bit ALU and 32-bit registers.
```

There are other support components in the Jaguar that are not 64-bit
in nature. This does not prevent the system from being 64-bit.

From this, it should be easier to see that the Atari Jaguar really is
a 64-bit system.

(This document issued at Atari's "Fun 'N' Games" press event held
June 20, 1995 at Atari headquarters in Sunnyvale, California. Tradenames
used are Trademarks or Registered Trademarks of their owning companies.)

        =+==+=

In my last CATnips, I captured a lengthy list of popular World Wide Web
Sites that cater to Atari Lynx or Jaguar gamers. My captures were
revealed simply by surfing the net and I am certain I missed others.

One such site I missed was STReport International Online Magazine.
Their site can be reached with the following address:

                http://www.icba.com/streport

I visited the site and found it to be a convenient way to grab the most
recent issue of "STReport" which has covered the Atari product line for
about 8 years now. STReport can also be obtained from The Bounty BBS by
dialing 904/786-4176 or CATscan BBS by dialing 209/239-1552. New issues
of STReport begin distribution every Friday evening. Many BBS systems
have them up by Saturday morning.
        =+==+=
Travis Guy is hoping to get an issue of "Atari Explorer Online" out this
coming weekend. Coverage will include an exclusive report from Adam
Urbano of Atari's Fun 'N' Games event Tuesday.
        =+==+=
Jeffrey Norwood has just released the June/July issue of "Jaguar
Journal" online magazine. Look for it in online service libraries or
grab a copy off CATscan.
        =+==+=
Danny Miskin has just released the #2 issue of "Jag Zone" online
magazine. Look for it in online service libraries or grab a copy from
CATscan. Please note that ALL CATscan files may be re-posted on any
public access service.
        =+==+=
The July issue of "Next Generation" Magazine features and impressive
7-page pictorial interview with Mr. Sam Tramiel. PLEASE check this issue
out even if you just read it at the magazine section in the store while
the wife (husband) looks (and buys) new shoes (tools)! This one's a
keeper!
        =+==+=
Yes, the CD-ROM is still planned for an August release. Those of you
asking for confirmations on that should be pleased to learn that
marketing remains faithful to that schedule at this time.
        =+==+=
I've been getting a lot of praise for the decision to put "Defender
2000" on cart. Apparently, a lot of onliners agree with Atari's
observation that everyone wants that to be a "plug 'n play" game. Most
everyone writing me realize that no game play features are being

sacrificed with this decision. Atari just wants everyone to be able to
enjoy this guaranteed Minter classic with or without the CD-ROM already
attached to their system.

       =+===+=
I am looking for the dates, how many members attended and where the
first Atari computer and/or video game users' group meetings were held
in their respective area. I would appreciate exact dates at least down
to the month and year. Any history would be appreciated. If you have that
information, please EMail me (Don Thomas) through the Internet at
75300.1267@compuserve.com.

       =+===+=
Welcome to the newest members on my distribution lists. Thanks for your
interest in the Jaguar and all your help to spread the word about our
favorite machine!

                              *****

_____

> Defender 2000 Update! - D2K Format Change, from the Yak Himself!
  """"""""""""""""""""""""

    From: YaK <llamaman@ix.netcom.com>
    Date: 15 Jun 1995 19:00:41 GMT

Okay, it seems like the feline entity has emerged from the bag about
this, so I'll make it official and say yeah, as of last Friday D2K is
back on cart.

The reason for this, I think, is that Atari doubtless want to have a
lot of games, playable for the base system, available at the end of the
year; with the Jag core system at a very low price compared to the new
competition, and a lot of good games out, they could sell a lot of
Jaguars. Plenty of time to do more CD stuff later.
Of course this means that the redbook audio will have to go, and
likewise the FMV intros (yeah, big loss, no FMV, hehe). The good news
is that the gameplay shouldn't be unduly affected - Defender's not
really that demanding of memory, after all. We'll probably be on a
llarger cart size than T2K, and we'll be using updated sound drivers so
I don't doubt that Imagitec will do a man's job of the music even in
cart. Of course, we have the CD tunes as well now, so there'll
probably be an audio-CD release like for T2K, and this time I'll leave
hooks in the game so that if you have the CDROM and the disk you can
use them with the cart game.

Just thought you'd like to know...

Oh, and by the way, yesterday I was at Atari and I saw a near-final
Space War 2000. When you see this title you'll notice that Mr. Zdybel
has been borrowing rather heavily from Yak's Little Book of

Melt-O-Vision Tricks and Spells! There's a cool bit at the end of a
round where Lance Chromedome appears in a field of melting with a third
eye and grins at you! Hoots of laughter were heard around the test
dept. when that came on...

Sb: Battle Sphere Update!
Fm: Larry Tipton 74127,601
To: All

Fresh of the Internet's News Groups for your reading enjoyment!
-Larry Tipton

Subject: Battle Sphere News
From: legrand@tesla.mbi.ucla.edu (Scott Le Grand)
Date: 17 Jun 1995 01:16:33 GMT
Message-ID: <3rtadh$fj2@saba.info.ucla.edu>

Hi guys, here is the lowdown on Battle Sphere for June 16...

Went away on vacation for a week. My nephews are to blame for slow
going over that week, but several killer bugs were removed. Resumed
coding last night on the sound manager which places sounds in the
correct positions relative to the player. After that, I need to
write the final component of collision detection, actual object-based
intersection, and then it's off to the playtesters...

I expect to finish the sound manager this weekend. It works, but
it needs refinement i.e. right now it's dead realistic if one assumes
there is sound in space, but that makes it suck IMO...

Burning questions:

Currently, when you fire lasers, I play a sample straight out of
Star Raiders. Some people love this, others find it hokey... Some
want it as an option, others want it there at all costs. Comments?
I have an idea how I intend to handle it right now and it's none
of the above but I'm not gonna say what except that it's tied in with
something else we planned if there is room...

Moving Starfield: Tried it, it sucks in NTSC, looks like Tempest
2000, which color aliases like crazy, but looks cool in a color fest
like T2K. When they're supposed to be stars, it's really dopey.
Attempts to make the stars bigger sucked as well alas...

Jump Drive: Still working on it, think it will start ala Star Raiders,
but then I need some cool visuals for the ship while it does the
transition. I'm thinking of color-shifting it to white as it speeds
up, and then doing a jumpgate effect ala STTNG's warp drive...

Scott

Here's an interesting bit of info about an upcoming Jaguar game I
pulled off of the Internet....Enjoy!

> Woah.. "Battlestar"? This is the first I've heard of this! Can you
> even spill what type of game it's going to be?

He didn't put me under any NDA, so I'll take that to mean I can spill the
proverbial beans... :-)

Originally, he wanted to license the original Battlestar Galactica names
and characters and such, but unfortunately, whomever holds the copyright
to those turned him down. However, ship designs have no copyright, so
he's designing the ships after the Vipers, Cylon raiders, the Battlestar
itself and so on.

As you've probably guessed, it's a space battle sorta game and it
sounds a little like Battlesphere. He didn't go on about plot or
anything, but here's some features that I can remember he told me off
the top of my head:

- Spatial, Terrestrial and Underground sequences in the game; apparently
you will be able to fly around in space, approach a planet and
possibly go underground and fly around in 6 degrees of freedom ala
Descent. (Actually he didn't say if it was 6DOF, but the comparison to
Descent was his so I'm assuming here)

- The planets themselves are apparently going to be very detailed. The
terrain is comprised of realtime fractal landscapes; there will be
polygon buildings, trees, roads, bridges and so on dotting the scenery
as you fly around; he didn't tell me if you could blow them up or
not. :-)
- Aside from the buildings, bridges and various scenery on planets,
everything else is fully texture mapped (ships, underground areas, etc.)
Buildings will have spot textures for windows.

- In spite of all the texture mapping, realtime calculated fractal
landscapes and so on, he assures me he's getting no less than 25 FPS out
of it. "It'll knock your socks off!" he told me, and if this is true,
he's right!

He's given it a November release date. I don't know whether this is
when he will have completed it or when it will be on the shelves, so
make of it what you will.

Things I don't know and will ask him about next time I catch him in the
IRC include whether or not the game is mission driven or more "freestyle"
ala Battlesphere, what the plot of the game is if it is freestyle, and
perhaps dig for more general info.

- Chris

Sb: #83335-#MYST for Jag?
Fm: Scott Sanders (Atari) 70007,1135
To: Cody Maloney 75204,3532 (X)

Hi All,

Myst is going well. You can play most of 'Myst Island' at this point.
I've spent the last few days adding some of the full-motion video and
will spend the weekend working on the sound engine.

I first played Myst on a MacTV which was unbearably slow. Since then I've
seen/played it on a PC and the Japanese Saturn version. I'm glad to say

that Jaguar is much speedier than the PC and the Mac, in fact it outpaces
the PowerMac 8100/100AV I use for graphics conversion. The graphics are
also 16-bit instead of 8-bit on the PC and Mac.

The Saturn version is about as fast as the Jaguar version and they use
16-bit graphics at well. For whatever reason, though, the Saturn's
graphics look like they went through some grainy filter. True blacks are
stippled grey. Also, the Cinepak movies look much better on Jaguar.

Although many people I've talked to thought Myst was boring at first
glance, most of those same people spent hours glued to their PC after
they found their first puzzle to solve.

Back to work... Bye.

-Scott @ Atari Corp.

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> ONLINE WEEKLY STReport OnLine   The wires are a hummin'!
   """"""""""""""""""""""""""""""

                        PEOPLE... ARE TALKING
                        =====================

On CompuServe
----
compiled by
Joe Mirando
73637,2262

Hidi ho friends and neighbors. Well, we just passed the longest day of
the year... no, I don't mean waiting for the Jaguar CD to be released,
I'm talking about the actual summer solstice. From now on the days will
keep getting shorter (if you happen to be in the northern hemisphere,
that is).

Terrific. Just when I find that there's barely enough time in each day
to do all the things I want to do, the days go and start getting
shorter. Just my luck.

Well, I guess that I'll just have to content myself with 'surfing'
CompuServe for my online needs. After all, CompuServe is the oldest
online service, and has loads of stuff for your Atari. And, every week,
there are lots of folks just like you and me that ask and answer
questions about using their computer.

I've noticed one very interesting thing about differences between
the questions that Atari users ask and the questions that users of other
platforms ask. Atari users seem to have a more in-depth understanding
of their computer than others do. Perhaps it's the fact that we've had
to find answers for ourselves, or maybe it's that we've gotten used to
helping each other out because the company that made our computers
doesn't make them anymore and, truth be told, left this sort of thing to

others (even their own employees on their own time) even when they were
still in the computer business.

Well, that's enough of that. Let's get on with the purpose for this
column: All the great news, hints, tips, and miscellaneous information
available every week right here on CompuServe.

From the Atari Computing Forums
===============================

Paul Peeraerts talks about using NOS to access the Internet:

  "I downloaded NOS yesterday but something seems to be wrong.

  1) The function keys don't seem to be programmed. If I type F1, I get a
  colon (:), F2 gives a semi colon...

  2) So I tried to type the command "dialer pp0 dialer.pp0" manually but
  then NOS said "Interface pp0 unknown".

  Does this look like NOS cannot find STARTUP.NOS?

  I've put it in the root directory and I've tried in the same directory
  where NOS.TOS is, but nothing helps.

  Any ideas?"

Michel Vanhamme tells Paul:

  "I've "disabled" my startup.nos to see what it does, and the
  "symptoms" were exactly the same, so I guess that's the problem, yes.
  But why..? The archive worked "as is" on my system... I know I had the
  same problem when I first tried to install NOS, and that was because
  the NOS directory was nested in another directory. It could't find the
  file until I put the NOS directory on the root. For instance, on my
  system, NOS.TOS is in D:\NOS\ and my dialer and startup in D:\."

Paul tells Michel:

  "Yep! That's the reason. I understood that you meant C: by the root
  partition, but now I have the main program in G:\NOS and the dialer and
  startup in G: and that seems to work!"

Later, Paul adds:

  "I'm still fighting with NOS... Telnet sessions and FTP sessions work
  fine, but I don't succeed in getting Usenet News. When I type "nntp
  kick" nothing seems to happen. When I type "nntp status" I get the
  reply "no current sessions" or something like that. Afterwards in the
  LOG file there is a message "Can't lock file /spool/news/history".

  I've tried this in the C:partition, in the D:partition and in the
  G:partition (after having adapted the STARTUP.NOS file of course). I
  tried it after having put a zero lenght history file in /spool/news but
  also that didn't help.

  Any idea what I could be doing wrong?"

Michel tells Paul:

"Now this is a mystery... I had this problem with NOS on E:, and it
disappeared when I put it on D:. This is why I assumed NOS didn't like
E:. So I was wrong on that one.

On reading your message, I don't understand why it suddenly worked on
my system when I changed partitions..."

Chris Gray adds his thoughts on NOS:

"What I've found out about NOS so far:

-- yes, the documentation is lamentable.

-- turning off the blitter seems to help avoid hang-ups, or is it just
   me? (this is on a MegaST with ADspeed)

-- there is a program call VT100EMU.PRG which replaces the VT52
   routines of TOS by VT100 ones. Runs as an AUTO (or later if you
   like).

-- use 'echo accept' to telnet to www servers and the like.

-- perseverance pays."

Michel Vanhamme posts:

"Here's a list of Atari newsgroups I've found. It's probably not
comprehensive (8 bit Atari newsgroups are not included) or up to date
(I'm still waiting for my first article from some of them), but it's up
to you to try...

abg.atari	(Probably English)
comp.binaries.atari.st	(Probably English)
comp.sources.atari.st	(Probably English)
comp.sys.atari.advocacy	(English)
comp.sys.atari.announce	(English)
comp.sys.atari.programmer	(English)
comp.sys.atari.st	(English)
comp.sys.atari.st.tech	(English)
ctdl.sys.atari.st	(?)
de.alt.binaries.tos.d	(Probably German)
de.comp.sources.st	(Probably German)
de.comp.sys.st	(German)
demon.ip.support.atari	(English)
demon.tech.atari	(English)
fido.ger.atari	(German)
fr.comp.sys.atari	(French)
ger.atari	(?)
hannet.ml.atari.gem	(?)
ka.comp.sys.st	(German)
maus.sys.atari.desktop	(Probably German)
maus.sys.atari.f030	(Probably German)
maus.sys.atari.gemini	(Probably German)
maus.sys.atari.hardware	(German)
maus.sys.atari.software	(German)
maus.sys.atari.talk	
msn.atari	(German)
muc.lists.atarix	(?)
resif.info.atari	

```
     zer.z-netz.rechner.atari.programmieren    (Probably German)
     alt.destroy.microsoft                     (Oooops! <g>)"
```

Paul Peeraerts now asks:

   "Does someone know how to browse the WWW using NOS?"

Michel Vanhamme tells Paul (and the rest of us):

   "You can't. NOS has no WWW browser (yet). I have heard that the author
   is working on it, but I'm not sure. There is another browser (or is it
   the same?) currently under development called Lynx, but I have no
   details on this one."

Chris Gray tells Michel:

   "Lynx is the Classic text-only browser for the web; I suspect you'll
   find it at ftp.demon.co.uk, at least that's where I'll be looking ...
   there are a few servers about which you can telnet to, try www.cern.ch
   and read the error message. :)

   Some Atari users in Toronto (?) have put together a MiNT+X11+Chimera
   kit for the www, have you guys heard about that?"

Carl Barron tells Chris:

   "I have heard of the TAF package. Are you sitting down? REQUIRES
   monochrome resolution at least 640x400, 4 megs of 'ST' Ram, 7-10 Megs
   of Hard Disk Space. Runs on ST[e]/TT and probably Falcon.

   Uses Mint and MintNet. It is on another online network as eleven
   zipped tar files! Requires a 'minix partition' for the file names are
   unix style. Not simple to set up and not for the faint hearted.

   That said it does look 'interesting' but I do not have it. If you
   don't want to be a 'systems adminstrator' you might not like it.:) It
   is an almost complete internet site, the works slip/ppp etc."

Michel tells Carl:

   "...I must admit that the prospect of installing Mint+Mintnet et al
   gives me the creeps..."

Christian (Roth?) tells Michel:

   "I went into that a couple of weeks ago. Spend one syquest cartridge
   as a minix partition. Although I liked the long filenames (very much!)
   the configuration work became more and more like "Learn the Basics of
   the Virtual Philosophy UniX", so I gave up. In the meantime I borrowed
   a PC (486DX4) from a friend and surfed thru the web with Mosaic. But it
   is soo slow (at least with CIS) that that isn't exciting either. So now
   I'm back again on my Falcon and thinking about a neat, automated setup.
   Probably it'll be a real provider with an uucp-spool and Upoint.

   <g>.

   Then I finally could quit this schizophrenic being in CIS/FIDO."

Frank Heller tells us that all of this:

"Makes me wonder if the Internet is really worth the trouble."

Michel Vanhamme tells Frank that it...

  "Depends on what you're looking for. There's only ONE real reason why I
  installed NOS on my system, and that's FTP. Before that, when I wanted
  to get hold of certain files, I had to connect to French or German
  BBSes due to the lack of active Atari BBSes here in Belgium. Now I
  connect to an FTP site and pay local phone calls. But it's slow
  sometimes... with all these people jumping on the bandwagon lately
  (Who? Me? No! <g>).

  And the other things... For the Usenet I can still GO USENET, for
  Telnet I can still GO TELNET, for Email I can still GO MAIL.

  That leaves the WWW. Frankly, I can wait. If a graphical browser for
  Atari compatibles is released, fine. But it's not like I'm going to cry
  in despair if it isn't.

  And, from what I've seen, I'd say you can't beat the warmth of the
  Ataricomp forum... :)"

Denis Postle tells us about his experiences:

  "I have lately got PPP up and running on a Mac with all the hassles
  that entails. Now I'm trying to do the same with a TT.

  So naturally I have been following the threads about setting up access
  to the WWW via NOS-042 with a lot of interest. I'd appretciate some
  help with the initial hurdles of getting it to run on my TT.

  I'm really ignorant of what the TT can do in the way of Internet, but
  particularly WWW, access. Part of my igorance concerns what kind of a
  beast NOS is. I keep expecting a 250k application to launch and nothing
  does. Does it not launch until the PPP connection to the network is
  made? I'm not expecting Mosaic but something more like Mac Web which
  would be entirely adequate for my needs. Or is NOS entirely command
  line text based?

  I have once, but unrepeatably, had the dialler run and apparently go
  through establishment to network, at least there were the streams of
  rubbish after log on. What counts as as establishment of the ppp
  connection on the screen?

  Also can I limit the start up script to just launch the browser
  application if there is one in there? How would i do that?

  Oh yes and i would prefer to connect the modem, a Supra 144plus to the
  modem 2 port, what would be the id/command for that?

  A lot of questions. I'd be grateful for any answers you might have.

  I'll wait a bit for the Atari browser to arrive but meanwhile I guess
  it's back to MacWeb and maybe Netscape while the TT sits doing not a
  lot.

  BTW I didn't find a read me file in the archive I downloaded, I ALWAYS
  read read me's. I'll look again.

  I hear rumours via the demon service provider in the UK of a viable

browser under rapid development.

  Pity about the command line stuff. I'm very visual and all that
  'egyptian' text is very resistable.

  But thanks a lot for your info. I'll slow down my pursuit of atariweb."

Well, I don't know about anyone else, but that's enough about the
Internet for me for a while. Dennis Wright asks about equipment for his
8-bit Atari:

  "Is there a mail-order house, or any other hardware vendor, who still
  has 8-bit peripheral equipment for the 130XE.   I'm looking for either
  printer or modem interfaces (like the old Atari 830 interface box) (or
  was it 850 [?]) that allowed RS232 or parallel printer cable
  connections to talk to the serial I/O on the Atari 8-bits.

  My 130XE is still working fine, but the printer and modem have gone
  'belly up'."

Albert Dayes of Atari Explorer Online Magazine tells Dennis:

  "There is a text file in the software library of the Atari Gaming Forum
  (GO ATARIGAM) called   SUPORT.TXT   which contains a list of several
  vendors who still sell Atari related products like you're looking for."

Well folks, I know that this column is short, but it's getting late and
it's been one heck of a week. I usually try to include posts from the
Graphics Support Forum, but I just didn't have time to get to it this
week. I'll try to include some info from that area next time. There's
lots of things going on there right now because of the GIF "situation".
So tune in again next week, same time, same station, and be ready to
listen to what they are saying when...

                         PEOPLE ARE TALKING

      """

                    STReport's "EDITORIAL CARTOON"
                    """""""""""""""""""""""""""""""

> A "Quotable Quote"   A true "Sign of the Times"
  """""""""""""""""""

        "THE BUSINESS THAT CONSIDERS ITSELF IMMUNE TO THE NECESSITY FOR
         ADVERTISING SOONER OR LATER FINDS ITSELF IMMUNE TO BUSINESS..."

     "DOING BUSINESS WITHOUT ADVERTISING IS LIKE WINKING AT A GIRL IN THE
          DARK. YOU KNOW WHAT YOU ARE DOING, BUT NOBODY ELSE DOES..."

                                             ...business 1.01

psst; "thanks Newt!"